

Logbook: 4

Meeting No: 4

Start Time: 10:15

Date: 4/24/2025

End Time: 10:45

Items Discussed :

- Talked about sound integration in game.
- Talked about game polishing in the game.
- Talked about being able to explore the whole game.
- Talked on Cost estimation.
- Talked on User guideline.
- Talked on Final report.

Achievements:

- Sound integration.
- Game polished.
 - o Player can now explore whole map
 - o Player can go to different houses.
 - o Player will be able to visit the final destination.
- Cost estimation written for estimated cost.
- User guideline written for easiness while playing the game.

Problems:

- None

Task For Next Meeting:

- None



Prabal Gurung



Abhinav Dahal
(2nd Supervisor)



24th / Oct / 2025

Logbook: 7

Meeting No: 7

Start Time: 8 : 50

Last Visit Date: 20/12/2024

Date: 1/3/2025

End Time: 9 : 20

Items Discussed :

- Talked about how item can be used in turn based battle based on which inventory item is selected.
- Talked about null point reference that occurs during use of inventory item in turn base battle.
- Talked on how player can enter house and can enter the house.
- Talked on how multiple NPC cannot be interacted while only the latest one's are able to.
- Talked on how character are now able to face the direction where the last walked towards
- Talked on how inventory doesnot get destroyed even after multiple scene change.
- Talked on how quantity doesnot change after being used in turn base battle.

Achievements:

- Item can be used in turn based battle based on selected inventory item.
- Player can now enter house and view the interior structure.
- Player character can now look on the direction they last faced while walking.
- Inventory doesnot get destroyed even after multiple scene change.

Problems:

- Fix the null point reference problem when using inventory items in turn base battle.
- Fix the problem where interaction with multiple NPC's are not possible.
- Fix the problem where item inventory does not decrease after item is used in turn base battle.

Task For Next Meeting:

- Fix the problem
- Add items to extract from items table and add it to inventory table and show it in inventory page.



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Mahesh Dungana
(1st Supervisor)



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Prabal Gurung

Logbook: 8

Meeting No: 8

Last Visit Date: 1/3/2025

Date: 1/12/2025

Start Time: 9:20

End Time: 10:00

Items Discussed :

- Discussed on how character can extract other known items from item table, from the overworld.
- Discussed on how after picking up item item can be viewed in inventory item.
- Talked on how I fixed the problem where starting new game player world not be able to see their inventory items.
- Talked about collaboration diagram and sequence diagram.
- Talked on main character design (idle animation frames, walking animation frames, profile picture, faceset).
- Talked on static player page added.
- Talked about final ERD.

Achievements:

- Player can now extract other items from world interaction
- Player can look new items in inventory items.
- Fixed the problem where starting new game would result in inventory items not being shown.
- Made collaboration diagram and sequence diagram.
- Made final ERD
- Static player page added.
- Made character design (idle animation frames, walking animation frames, profile picture, faceset).

Problems:

- Inventory is permanently deleted upon scene change if not loaded properly.
- Unable to interact with NPC upon scene change.

Task For Next Meeting:

- Integrate player stat into database.
- Add battle mechanics.
- Fix the problem
- Add Battle design.



Mahesh Dungana
13-Nov-2018

Mahesh Dungana
(1st Supervisor)



P.G.
13-Nov-2018

Prabal Gurung

Logbook: 9

Meeting No: 9

Last Visit Date: 1/12/2025

Start Time: 9:40

Date: 2/16/2025

End Time: 10:30

Items Discussed :

- Discussed on how scene change was handled effectively during scene change.
- Talked on how NPC was handled effectively after scene change.
- Discussed on how player database was integrated and can be seen in player page too.
- Changed the front-end (house design, route design, cave design) to better suit the story design.
- Discussed on the problem regarding the bridge which can be accessed during ground level 1 or 2 when it should have been accessible only from either ground level 1 or ground level 2.

Achievements:

- Inventory and NPC no longer gets destroyed after scene change.
- Player database integrated successfully.
- Player data shown in player page successfully.
- Front-end changed to better suit story.

Problems:

- Bridge problem where it can be excessed from both top and bottom ground level

Task For Next Meeting:

- Fix the problem.
- Random enemy in cave.
- Environment item doesnot load in single game file



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Mahesh Dungana
(1st Supervisor)



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Prabal Gurung

Logbook: 10

Meeting No: 10

Start Time: 10:00

Last Visit Date: 2/16/2025

Date: 3/1/2025

End Time: 10:30

Items Discussed :

- Discussed on added new tables (environment) and attributes (player: equipment, coins, environment: id, itemsId, picked).
- Discussed on how environment item doesnot load in a single game file.
- Discussed on player can equip item successfully and gets updated in database.
- Discussed on adding coin system for buying and selling with npc.
- Discussed on how player can buy items from npc in shop.
- Talked about how selling part doesnot work.
- Discussed on new sprites added (stats page, inventory page, sword sprite, health potion, water crystal).
- Discussed on bridge problem.

Achievements:

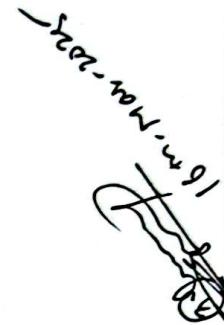
- Environment doesnot load in single game file making infinite items in single game file impossible.
- Player can now equip equipments and increase their stats that benefits in battle.
- Player can use their coin to buy items in shop.
- Added new sprites (stat page, inventory page, sword page, health potion, water crystal)

Problems:

- Bridge problem where it can be accessed from both top and bottom ground level
- Selling with NPC does not work.

Task For Next Meeting:

- Fix the problem where bridge can be accessed from both top and bottom
- Fix the problem where character cannot buy from NPC.
- Fix the problem where after buying only coins decrease and item does not show in inventory.



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Mahesh Dungana
(1st Supervisor)



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Prabal Gurung

Logbook: 11

Meeting No: 11
Start Time: 10:00

Last Visit Date: 3/1/2025

Date: 3/10/2025
End Time: 10:30

Items Discussed :

- Discussed on different kind of sprites made (Inventory and Item sprites)
- Discussed on adding new attributes in database.
- Discussed on added new function on player gaining experience from battle.
- Discussed on integration of monster list which have different experience values (EV's) and coins.
- Discussed on how map bounds were added.
- Discussed on different style of UI pages made (Main menu UI, Stats page UI, Inventory page UI, Map page).
- Talked on the problem where after buying only coins decreases and item doesnot show in inventory and how it was fixed.
- Talked on the problem where every NPC could sell item.

Achievements:

- Different kinds of sprites were made (inventory and item sprite).
- New attributes added to player database.
- Added function that lets the player to grow as they progress.
- Added monster varities for different EV's.
- Map bounds were added.
- New UI pages made (Main menu, Stats page, Inventory page, Map).

Problems:

- Bridge problem where it can be accessed from both top and bottom ground level
- Animation not working properly.
- Shop UI showing when talking with every NPC.

Task For Next Meeting:

- Fix the problem where bridge can be accessed from both top and bottom
- Adjust the animation.
- Complete function where traps are added in environment.



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Mahesh Dungana
(1st Supervisor)



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Prabal Gurung

Logbook: 12

Meeting No: 12
Start Time: 10:00

Last Visit Date: 3/10/2025

Date: 3/17/2025
End Time: 10:30

Items Discussed :

- Talked on how to fix animation mismatch timing.
- Discussed on how procedural generation was done using noise method.
- Discussed on animation and transition for battle:
 - o Made start phase, item button transition
 - o Made selection UI animation (8 frame).
 - o Made Item selection animation (14 Frame).
 - o Made status selection animation (1 Frame).
- Discussed on top down world animation:
 - o Added active pylon sprite.
 - o Added turn on pylon animation 16 frames.
 - o Added non active pylon sprite
 - o Added talk to NPC hover animation (4 frames).
 - o Added underground water animation (16 frames).

Achievements:

- Procedural generation making different cave interior each time interacted with.
- Made animation and transition for battle:
 - o Made start phase, item button transition
 - o Made selection UI animation (8 frame).
 - o Made Item selection animation (14 Frame).
 - o Made status selection animation (1 Frame).
- Made top down world animation:
 - o Added active pylon sprite.
 - o Added turn on pylon animation 16 frames.
 - o Added non active pylon sprite
 - o Added talk to NPC hover animation (4 frames).
 - o Added underground water animation (16 frames).

Problems:

- Bridge problem where it can be accessed from both top and bottom ground level

Task For Next Meeting:

- Fix the problem where bridge can be accessed from both top and bottom
- Adjust the animation.
- Complete function where traps are added in environment.
- Add more animation for battle phase.



Prabal Gurung



Mahesh Dungana
(1st Supervisor)

Logbook: 13

Meeting No: 13
Start Time: 10:00

Last Visit Date: 3/17/2025

Date: 3/23/2025
End Time: 10:30

Items Discussed :

- Discussed on animation for battle (Skill usage):
 - o Made animation for skill Acid (10 frame).
 - o Made animation for skill Eclipse (9 frame).
 - o Made animation for skill Explosion (6 frame).
 - o Made animation for skill Kirin (7 frame).
 - o Made image for moon.
 - o Made animation for skill Rai-U (11 frame).
 - o Made animation for skill Slash (5 frame).
 - o Made animation for skill Vine Lash (5 frame).
 - o Made animation for skill Whirpool (6 frame).
- Talked on how animation are now working properly.
- Talked on Shop UI not showing against every enemy.
- Discussed on skill integration in game.

Achievements:

- Discussed on animation for battle (Skill usage):
 - o Made animation for skill Acid (10 frame).
 - o Made animation for skill Eclipse (9 frame).
 - o Made animation for skill Explosion (6 frame).
 - o Made animation for skill Kirin (7 frame).
 - o Made image for moon.
 - o Made animation for skill Rai-U (11 frame).
 - o Made animation for skill Slash (5 frame).
 - o Made animation for skill Vine Lash (5 frame).
 - o Made animation for skill Whirpool (6 frame).
- Skill integrated in game.

Problems:

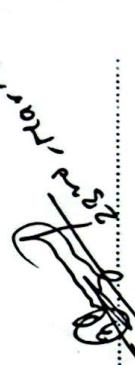
- Bridge problem where it can be excessed from both top and bottom ground level

Task For Next Meeting:

- Fix the problem where bridge can be accessed from both top and bottom
- Adjust the animation.
- Complete function where traps are added in environment.
- Add more animation for battle phase.



Prabal Gurung



Mahesh Dungana
(1st Supervisor)

Logbook: 14

Meeting No: 14

Start Time: 10:00

Last Visit Date: 3/23/2025

Date: 3/30/2025

End Time: 10:30

Items Discussed :

- Discussed on animation for TopDown world (Skill usage):
 - o Made animation for Lava (16 frame).
- Talked on research of different version of music and sfx.
- Discussed on how music and sfx doesnot work during the start of the game.
- Discussed on added image for final scene and designed the level for final scene.
- Discussed on how bridge problem was solved (added different trigger event for upper bridge and lower bridge).

Achievements:

- Added lava animation (16 frame).
- Added different kind of music and sfx for different game scenes.
- Solved bridge problem.
- Added final level.

Problems:

- None

Task For Next Meeting:

- Increase quality of UI and make more UI



Mahesh Dungana
(1st Supervisor)



Prabal Gurung

Logbook: 15

Meeting No: 15

Start Time: 10:00

Last Visit Date: 3/30/2025

Date: 4/5/2025

End Time: 10:30

Items Discussed :

- Talked on the bug where item was not showing properly in UI section, Scene 2 Turn base battle.
- Talked on how item was not depleting properly after use.
- Discussed on added settings of music manager where volume can be increased or decreased for:
 - o Main Volume (Controls Both music and sfx)
 - o Music Volume (Controls music)
 - o SFX Volume (Controls SFX)
- Made a message section for pylon to trigger final story mode for the first section.

Achievements:

- Added music manager where volume can be increased or decreased according to user preference:
 - o Main Volume (Controls Both music and sfx)
 - o Music Volume (Controls music)
 - o SFX Volume (Controls SFX)
- Added pylon to trigger final story mode for the first section.

Problems:

- UI section not showing properly for item category in turn base battle.
- Item not depleting properly after use.

Task For Next Meeting:

- Fix the problem where item are not shown properly after use.
- Fix the item category in turn base battle
- Add UI animation sprite for waterfall, flower and other parts.
- Integrate sound volume in database.



Prabal Gurung



Mahesh Dungana
(1st Supervisor)

Logbook: 16

Meeting No: 16

Last Visit Date: 4/5/2025

Start Time: 10:00

Date: 4/13/2025

End Time: 10:30

Items Discussed :

- Talked on problem being fixed where item was not shown properly in turn base battle.
- Talked on refining the inventory where it would not work if there was any more or less item than three.
- Integrated sound volume in database.
- Added rule based scripted decision tree AI that makes decision according to the score player has (Easy mode).
- Added Scoring system to determine AI ability.

Achievements:

- Item showing properly in turn base battle.
- Inventory refined where all items are shown.
- Integrated sound volume in database so it loads on load.
- Added rule based scripted decision tree AI that makes decision according to the player score.

Problems:

- Image not showing properly in inventory.
- Player score not added properly

Task For Next Meeting:

- Refine the game.



Prabal Gurung



Mahesh Dungana
(1st Supervisor)

Logbook: 17

Meeting No: 17
Start Time: 10:00

Last Visit Date: 4/20/2025

Date: 4/20/2025
End Time: 10:30

Items Discussed :

- Talked on the problem where AI scoring system was not working properly.
- Talked on added rule based scripted decision tree AI that makes decision according to the score player has (Normal mode, Hard mode and Not Balance mode).
- Talked on how house interior was added and can be gone into.
- Talked on final battle.

Achievements:

- House interior was added (7 different designs).
- Fixed the problem where score was not added up properly.
- New mode for scripted AI: Normal, Hard and Not balance.
- Final battle to the game

Problems:

- N.A.

Task For Next Meeting:

- Refine the game.



Prabal Gurung



Mahesh Dungana
(1st Supervisor)

Logbook: 4

Meeting No: 4

Start Time: 10:15

Date: 4/24/2025

End Time: 10:45

Items Discussed:

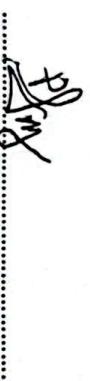
- Talked about sound integration in game.
- Talked about game polishing in the game.
- Talked about being able to explore the whole game.
- Talked on Cost estimation.
- Talked on User guideline.
- Talked on Final report.

Achievements:

- Sound integration.
- Game polished.
 - o Player can now explore whole map
 - o Player can go to different houses
 - o Player will be able to visit the final destination.
- Cost estimation written for estimated cost.
- User guideline written for easiness while playing the game.

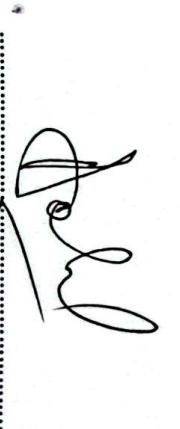
Problems:

- None



Task For Next Meeting:

- None



Prabal Gurung

Abhinav Dahal
(2nd Supervisor)

24th/04/2025

