

Logbook: 7

Meeting No: 7

Last Visit Date: 20/12/2024

Date: 1/3/2025

Start Time: 8 : 50

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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Prabal Gurung

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Mahesh Dungana
(1st Supervisor)