

Logbook: One

Meeting No: 1

Last Visit Date: N.A.

Date: 11/11/2024

Start Time: 8:40

End Time: 9:10

Items Discussed :

- Briefly talked about how to start business rule.
- Talked on the challenges that I had when using unity specifically when building game on unity to make .exe file.

Achievements:

- Made character able to move around the world using the button input ("wasd" or arrow keys).
- Using tab button player are able to transition to menu button.
- Menu button contains four pages (Player (currently blank), Inventory (currently blank), Map (Has a find "enemy button"), Settings (has a "save file" button).
- Player are able to save their file (in .db) from settings page using sqlite specifically their player position x, y and z as well as map boundary.
- In map page, if player clicks on enemy find button player are able to enter turn base battle.
- In turn base battle player are able to attack (using their specific stats) or heal 50 health points.

Problems:

- Project cannot be build and run

Tasks for the Next Meeting:

- Create business rule
- Debug stated problem

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Supervisor Name (1st Supervisor)