

## Logbook: 3

Meeting No: 3

Last Visit Date: 11/11/2024

Date: 29/11/2024

Start Time: 8:30

End Time: 9:20

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### Items Discussed :

- Discussed on data structure of database and created initial entity relation diagram
- Discussed on database that was added in the game how it has affected the game mechanics flow.
- Talked about inventory slots and how it makes 30 clones during the start of the game to show 30 slots.
- Talked on how clicking on "Medikit\*1" button from setting page will add one medikit in player's inventory. (Doesnot stack)
- Discussed on the how I added one NPC which is interactable and from unity we can add number of dialouges and is shown accordingly.
- During talking with NPC player will have to wait 2 sec before skipping to the next dialogue
- Discussed on the new addition of Run gameobject lets player to flee skipping the battle if player has higher speed.
- Talked on how clicking on buff\*1 calls inventory database and shows the no of item, its item name id and player id to whom it belongs to.

### Achievements:

- Added Database Inventory (stores player current item if it is available in Item table), Item (stores all the item present in the game at the start of the game), Player (stores current player necessary attribute needed to engage in battle), and Skill (currently stores nothing).
- Added slot in inventory to extract data from database and show the current items held by player (currently only shows one fixed item).
- Player are able to add one medikit from settings page using medikit button.
- Added NPC which are interactable and can have any number of dialouge element.
- During interaction with NPC, player will have to wait 2 second for every dialouge.
- In turn based mode, player now will be able to flee away, if the speed is greater than that of opponent.
- Player are able to look at inventory in console using the button (buff\*1) button.

Problems:

- Database does not update during multiple insertion.
- Database not shown in inventory and can only be seen in console.

Tasks for the Next Meeting:

- Update data from database properly and show it in database.

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Student Name: Prabal Gurung

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Supervisor Name (1<sup>st</sup> Supervisor)