Meeting No: 1 Date: 8/12/2024

Start Time: 8 : 20 End Time: 8 : 40

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Logbook: 1

Achievements:

* Succesfully defined and documented functional and non functional requirement clearly specifying its objective.
* Properly integrated and gave reference to sprites and animations creating visually engaging and interactives activities
* Implemented backend functionalities using SQLite effectively managing data and ensuring data integrity
* Developed effective strategies for evaluating and approaching research papers.

Items Discussed :

* Talked on Systerm Requirment Specification (SRS) on how I addressed the topic functional requirement in which I specified the features and operations it should perform, and the other topic non functional requirement where I emphasized on the different aspects of factors.
* Talked on how I handled sprites and animation as well as the tools, libraries and engine that I use for this project.
* Talked on how I approached back end, specially highlighting relation with SQLite on how it is used to handle basic CRUD operation and all the functions that have been measured in past months.
* Talked briefly on how to handle research papers effectively, which includes strategies for evaluating, summarizing and applying proper research.

Task For Next Meeting:

* Research papers on game development related to 2d games development and unity.

Problems:

* None to date.

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Abhinav Dahal

(2nd Supervisor)

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Student Name: Prabal Gurung