Meeting No: 2 Date: 2/17/2025

Start Time: 10:15 End Time: 10:45

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Logbook: 2

Achievements:

* Successfully conducted in-depth research on various papers related to game development
* Successfully sourced and analyzed videos and forum discussions on game development, with a focus on top-down games
* Succesfully analyzed key game development features, including character movement, player and inventory pages, random encounters, NPC interactions, item purchasing, and exploration mechanics, to improve game design and user experience.
* Successfully showcased front-end game design concepts and presented a self-made character

Items Discussed :

* Talked on the reports and issues faced during research.
* Talked on various form discussion and videos related to game development and top-down view games.
* Talked on game development and its features such as:
  + Character Movement
  + Player page
  + Inventory page
  + Random encounters
  + Ability to talk with NPC’s
  + Ability to buy items
  + Ability to go to different places
* Discussed about front-end game designs and self made character.

Task For Next Meeting:

* Address the issue where coin cannot be negative.
* Work on implementing additional functionalities and enhance the game’s quality of life

Problems:

* Identified an unexpected issue during the item purchasing showcase, where negative coin values caused problems

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Abhinav Dahal

(2nd Supervisor)

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Prabal Gurung