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.

Items Discussed :

* Discussed on movement of character and UserInterface(UI) of tab interface and top-down view.
* Talked on the challenges that I had when using unity specifically when building game on unity to make .exe file.
* Reiewed database for further entry.
* Breifly talked about business rule.

Tasks for the Next Meeting:

* Create business rule
* Debug stated problem

Problems:

* Project cannot be build and run

Meeting No: 1 Last Visit Date: N.A. Date: 11/11/2024

Start Time: 8:40 End Time: 9:10

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Supervisor Name (1st Supervisor)

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Student Name: Prabal Gurung

Logbook: One