Meeting No: 10 Last Visit Date: 2/16/2025 Date: 3/1/2025

Start Time: 10:00 End Time: 10:30

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Logbook: 10

Achievements:

* Environment doesnot load in single game file making infinite items in single game file impossible.
* Player can now equip equipments and increase their stats that benefits in battle.
* Player can use their coin to buy items in shop.
* Added new sprites (stat page, inventory page, sword page, health potion, water crystal)

Items Discussed :

* Discussed on added new tables (environment) and attributes (player: equipment, coins, environment: id, itemsId, picked).
* Discussed on how environment item doesnot load in a single game file.
* Discussed on player can equip item successfully and gets updated in database.
* Discussed on adding coin system for buying and selling with npc.
* Discussed on how player can buy items from npc in shop.
* Talked about how selling part doesnot work.
* Discussed on new sprites added (stats page, inventory page, sword sprite, health potion, water crystal).
* Discussed on bridge problem.

Task For Next Meeting:

* Fix the problem where bridge can be accessed from both top and bottom
* Fix the problem where character cannot but from NPC.
* Fix the problem where after buying only coins decreases and item doesnot show in inventory.

Problems:

* Bridge problem where it can be excessed from both top and bottom ground level
* Selling with NPC doesnot work.

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Mahesh Dungana

(1st Supervisor)

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Prabal Gurung