Meeting No: 12 Last Visit Date: 3/10/2025 Date: 3/17/2025

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

—------------------------------------------------------------------------------------------------------------------------------------

Logbook: 12

Achievements:

* Procedural generation making different cave interior each time interacted with.
* Made animation and transition for battle:
  + Made start phase, item button transition
  + Made selection UI animation (8 frame).
  + Made Item selection animation (14 Frame).
  + Made status selection aimation (1 Frame).
* Made top down world animation:
  + Added active pylon sprite.
  + Added turn on pylon animation 16 frames.
  + Added non active pylon sprite
  + Added talk to NPC hover animation (4 frames).
  + Added underground water animation (16 frames).

Items Discussed :

* Talked on how to fix animation mismatch timing.
* Discussed on how procedural generation was done using noise method.
* Discussed on animation and transition for battle:
  + Made start phase, item button transition
  + Made selection UI animation (8 frame).
  + Made Item selection animation (14 Frame).
  + Made status selection aimation (1 Frame).
* Discussed on top down world animation:
  + Added active pylon sprite.
  + Added turn on pylon animation 16 frames.
  + Added non active pylon sprite
  + Added talk to NPC hover animation (4 frames).
  + Added underground water animation (16 frames).

Task For Next Meeting:

* Fix the problem where bridge can be accessed from both top and bottom
* Adjust the animation.
* Complete function where traps are added in environment.
* Add more animation for battle phase.

Problems:

* Bridge problem where it can be excessed from both top and bottom ground level

…………………………………………………..

Mahesh Dungana

(1st Supervisor)

………………………………………………..

Prabal Gurung