Meeting No: 11 Last Visit Date: 3/1/2025 Date: 3/10/2025

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

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Logbook: 11

Achievements:

* Different kinds of sprites were made (inventory and item sprite).
* New attributes added to player database.
* Added function that lets the player to grow as they progress.
* Added monster varities for different EV’s.
* Map bounds were added.
* New UI pages made (Main menu, Stats page, Inventory page, Map).

Items Discussed :

* Discussed on different kind of sprites made (Inventory and Item sprites)
* Discussed on adding new attributes in database.
* Discussed on added new function on player gaining experience from battle.
* Discussed on integration of monster list which have different experience values (EV’s) and coins.
* Discussed on how map bounds were added.
* Discussed on different style of UI pages made (Main menu UI, Stats page UI, Inventory page UI, Map page).
* Talked on the problem where after buying only coins decreases and item doesnot show in inventory and how it was fixed.
* Talked on the problem where every NPC could sell item.

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.

Problems:

* Bridge problem where it can be excessed from both top and bottom ground level
* Animation not working properly.
* Shop UI showing when talking with every NPC.

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Mahesh Dungana

(1st Supervisor)

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Prabal Gurung