Meeting No: 13 Last Visit Date: 3/17/2025 Date: 3/23/2025

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

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Logbook: 13

Achievements:

* Discussed on animation for battle (Skill usage):
  + Made animation for skill Acid (10 frame).
  + Made animation for skill Eclipse (9 frame).
  + Made animation for skill Explosion (6 frame).
  + Made animation for skill Kirin (7 frame).
  + Made image for moon.
  + Made animation for skill Rai-U (11 frame).
  + Made animation for skill Slash (5 frame).
  + Made animation for skill Vine Lash (5 frame).
  + Made animation for skill Whirpool (6 frame).
* Skill integrated in game.

Items Discussed :

* Discussed on animation for battle (Skill usage):
  + Made animation for skill Acid (10 frame).
  + Made animation for skill Eclipse (9 frame).
  + Made animation for skill Explosion (6 frame).
  + Made animation for skill Kirin (7 frame).
  + Made image for moon.
  + Made animation for skill Rai-U (11 frame).
  + Made animation for skill Slash (5 frame).
  + Made animation for skill Vine Lash (5 frame).
  + Made animation for skill Whirpool (6 frame).
* Talked on how animation are now working properly.
* Talked on Shop UI not showing against every enemy
* Discussed on skill integration in game.

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

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Mahesh Dungana

(1st Supervisor)

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Prabal Gurung