Meeting No: 15 Last Visit Date: 3/30/2025 Date: 4/5/2025

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

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Logbook: 15

Achievements:

* Added music manager where volume can be increased or decreased accoding to user preference:
  + Main Volume (Controls Both music and sfx)
  + Music Volume (Controls music)
  + SFX Volume (Controls SFX)
* Added pylon to trigger final story mode for the first section.

Items Discussed :

* Talked on the bug where item was not showing properly in UI section, Scene 2 Turn base battle.
* Talked on how item was not depleting properly after use.
* Discussed on added settings of music manger where volume can be increased or decreased for:
  + Main Volume (Controls Both music and sfx)
  + Music Volume (Controls music)
  + SFX Volume (Controls SFX)
* Made a message section for pylon to trigger final story mode for the first section.

Problems:

* UI section not showing properly for item category in turn base battle.
* Item not depleting properly after use.

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Mahesh Dungana

(1st Supervisor)

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Prabal Gurung

Task For Next Meeting:

* Fix the problem where item are not shown properly after use.
* Fix the item category in turn base battle
* Add UI animation sprite for waterfall, flower and other parts.
* Integrate sound volume in database.