Meeting No: 16 Last Visit Date: 4/5/2025 Date: 4/13/2025

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

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Logbook: 16

Problems:

* Image not showing properly in inventory.
* Player score not added properly

Task For Next Meeting:

* Refine the game.

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Mahesh Dungana

(1st Supervisor)

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Prabal Gurung

Achievements:

* Item showing properly in turn base battle.
* Inventory refined where all items are shown.
* Integrated sound volume in database so it loads on load.
* Added rule based scripted decision tree AI that makes decision according to the player score.

Items Discussed :

* Talked on problem being fixed where item was not shown properly in turn base battle.
* Talked on refining the inventory where it would not work if there was any more or less item than three.
* Integrated sound volume in database.
* Added rule based scripted decision tree AI that makes decision according to the score player has (Easy mode).
* Added Scoring system to determine AI ability.