Achievements:

* Made main menu scene to be able to transition from scene 1 (main menu screen) to scene 2 (Adventure mode).
* In main menu screen, load button helps to load data from database which then converts the scene.
* In map page, if player clicks on enemy find button player are able to to enter turn-base battle (scene 3).
* Created business rule that governs game mechanics.
* In turn based mode, new item game object is created from where player will be able to select various item (MedKit: Can heal 50 health points, Water Crystal: Deals 50 damage to opponent).
* Project can now be be built and run normally in .exe file.
* In map page, if player clicks on enemy find button player are able to enter turn base battle.
* In turn base battle player are able to attack (using their specific stats) or heal 50 health point.

Items Discussed :

* Discussed on the scene transition for quality improvement and better user experience.
* Talked on how the load button works for transition by extracting datas from temporary database.
* Talked about how clicking on “Enemy Find” button triggers player to enter turn base battle.
* Created and discussed the bussiness rule which shows how game mechanics flow.
* Talked about the item interface which allows player to use item to change the flow of battle.
* The project is now able to be built and run as a .exe file without issues.

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Meeting No: 2 Last Visit Date: 11/11/2024 Date: 22/11/2024

Start Time: 8:45 End Time: 9:20

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Logbook: Two

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Mr.Mahesh Dhungana

(1st Supervisor)

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Student Name: Prabal Gurung

Tasks for the Next Meeting:

* Create and set up the game database to store player progress, inventory, and other relevant game data.
* Refine Inventory system, turn based battle using database.

Problems:

* None