Task For Next Meeting:

* Make Data Flow Diagram.

Problems:

* Inventory items are destroyed and not shown after the scene have been changed once.
* Inventory stores multiple value of same type of items and doesnot stack.

Items Discussed :

* Discussed on database scussessfully showing in inventory page and have to restart each time for data update or use the button (buff\*1).
* Talked about System Requirement System (SRS) i.e functional and non functional requirement.
* Talked on design constraints, frame rate and minimum requirement to run the game.
* Discussed on how I inserted multiple data in database.
* Discussed on sucessfull interaction with github.
* Discussed on database not being shown after scenes are changed.
* Discussed on database showing multiple same item in inventory.

Achievements:

* In-game menu successfully shows inventory item in inventory page.
* In inventory page (topdown view), red color is shown in the item slot where item are captured
* Functional requirement made.
* Non-Functional requirement made.
* Design constraints made
* Multiple data insertion sucessfully made using SQLite query in C# script.

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Mahesh Dungana (1st Supervisor)

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Student Name: Prabal Gurung

Meeting No: 4 Last Visit Date: 29/11/2024 Date: 3/12/2024

Start Time: 8 : 40 End Time: 9 : 20

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