Items Discussed :

* Discussed on using UPDATE query instead of INSERT query making it easier to show as well as read in inventory page.
* Discussed on changing certain values to static so that during the scene change values are not affected.
* Discussed on Data Flow Diagram level 0 and level 1.
* Discussed on Item being shown in overworld and player are able to interact with it giving player that certain item they have interacted with.
* Discussed on how clicking on certain item in inventory page proceeds to show its description, name and quantity of the item.
* Discussed on object being stacked resulting in UI section not working properly.

Meeting No: 5 Last Visit Date: 3/12/2024 Date: 13/12/2024

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

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Logbook: 5

Achievements:

* Item will stack in inventory table instead of adding rows for easier readability.
* Item can be picked up from overworld to increase or add new items in inventory.
* In inventory page, player can click on certain items (items are shown in red color) which results in showing details quantity and name of the item.

Task For Next Meeting:

* Complete DFD level 2
* Complete Use case diagram

Problems:

* Fix the problem of object stacking.
* Fix the problem where inventory doesnot show inventory after scene.
* Fix the problem where item can be extracted unlimited number of times.
* Fix the problem where item can disappear without interacting and just bypassing.

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Prabal Gurung

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Mr. Mahesh Dungana

(1st Supervisor)