Task For Next Meeting:

* Fix the problem

Problems:

* Fix the problem where inventory doesnot show after multiple scene change.

Achievements:

* Created dfd level 2.
* Created use case diagram.
* Character can walk successfully as isInDialouge variable wont be set to true if UI object is not set to false.
* Object no longer stacks and object is created only after checking whether the object is already made or not.
* Item can no longer be picked up multiple time.
* Item no longer disappears if passed through without interacting.

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Mahesh Dungana

(1st Supervisor)

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Prabal Gurung

Items Discussed :

* Talked about use case diagram.
* Talked about dfd level 2.
* Discussed on the problem where disabling UI at the start of the game will likely to freeze character and makes it unable to move.
* Disscussed on how I fixed the problem of object stacking by adding additional function that checks whether the object is present or not.
* Discussed on how OnTriggerEnter2D and OnTriggerExit2D works which enables on continuous extraction of item from overworld.

Meeting No: 6 Last Visit Date: 13/12/2024 Date: 20/12/2024

Start Time: 8 : 50 End Time: 9 : 20

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Logbook: 6