Meeting No: 7 Last Visit Date: 20/12/2024 Date: 1/3/2025

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

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Logbook: 7

Items Discussed :

* Talked about how item can be used in turn based battle based on which inventory item is selected.
* Talked about null point reference that occurs during use of inventory item in turn base battle.
* Talked on how player can enter house and can enter the house.
* Talked on how multiple NPC cannot be interacted while only the latest one’s are able to.
* Talked on how character are now able to face the direction where the last walked towards
* Talked on how inventory doesnot get destroyed even after multiple scene change.
* Talked on how quantity doesnot change after being used in turn base battle.

Achievements:

* Item can be used in turn based battle based on selected inventory item.
* Player can now enter house and view the interior structure.
* Player character can now look on the direction they last faced while walking.
* Inventory doesnot get destroyed even after multiple scene change.

Task For Next Meeting:

* Fix the problem
* Add items to extract from items table and add it to inventory table and show it in inventory page.

Problems:

* Fix the null point reference problem when using inventory items in turn base battle.
* Fix the problem where interaction with mulitple NPC’s are not possible.
* Fix the problem where item inventory does not decrease after item is used in turn base battle.

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Mahesh Dungana

(1st Supervisor)

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Prabal Gurung