Meeting No: 8 Last Visit Date: 1/3/2025 Date: 1/12/2025

Start Time: 9:20 End Time: 10:00

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Logbook: 8

Achievements:

* Player can now extract other items from world interaction
* Player can look new items in inventory items.
* Fixed the problem where starting new game would result in inventory items not being shown.
* Made collaboration diagram and sequence diagram.
* Made final ERD
* Static player page added.
* Made character design (idle animation frames, walking animation frames, profile picture, faceset).

Items Discussed :

* Discussed on how character can extract other known items from item table, from the overworld.
* Discussed on how after picking up item item can be viewed in inventory item.
* Talked on how I fixed the problem where starting new game player world not be able to see their inventory items.
* Talked about collaboration diagram and sequence diagram.
* Talked on main character design (idle animation frames, walking animation frames, profile picture, faceset).
* Talked on static player page added.
* Talked about final ERD.

Task For Next Meeting:

* Integrate player stat into database.
* Add battle mechanics.
* Fix the problem
* Add Battle design.

Problems:

* Inventory is permanently deleted upon scene change if not loaded properly.
* Unable to interact with NPC upon scene change.

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Mahesh Dungana

(1st Supervisor)

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Prabal Gurung