Meeting No: 9 Last Visit Date: 1/12/2025 Date: 2/16/2025

Start Time: 9:40 End Time: 10:30

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Logbook: 9

Achievements:

* Inventory and NPC no longer gets destroyed after scene change.
* Player database integrated succesfully.
* Player data shown in player page successfully.
* Front-end changed to better suit story.

Items Discussed :

* Discussed on how scene change was handled effectively during scene change.
* Talked on how NPC was handled effectively after scene change.
* Discussed on how player database was integrated and can be seen in player page too.
* Changed the front-end (house design, route design, cave design) to better suit the story design.
* Discussed on the problem regarding the bridge which can be excessed during ground level 1 or 2 when it should have been excessible only from either ground level 1 or ground level 2.

Task For Next Meeting:

* Fix the problem.
* Random enemy in cave.
* Environment item doesnot load in single game file

Problems:

* Bridge problem where it can be excessed from both top and bottom ground level

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Mahesh Dungana

(1st Supervisor)

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Prabal Gurung