Meeting No: 17 Last Visit Date: 4/20/2025 Date: 4/20/2025

Start Time: 10:00 End Time: 10:30

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Logbook: 17

Items Discussed :

* Talked on the problem where AI scoring system was not working properly.
* Talked on added rule based scripted decision tree AI that makes decision according to the score player has (Normal mode, Hard mode and Not Balance mode).
* Talked on how house interior was added and can be gone into.
* Talked on final battle.

Task For Next Meeting:

* Refine the game.

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Mahesh Dungana

(1st Supervisor)

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Prabal Gurung

Problems:

* N.A.

Achievements:

* House interior was added (7 different designs).
* Fixed the problem where score was not added up properly.
* New mode for scripted AI: Normal, Hard and Not balance.
* Final battle to the game