

ANKA Yazılım
December 2, 2005
WEEKLY REPORT

- **Aysun Başçetinçelik**

This week, like my friends, I have worked on the design report. After last week's meeting we have decided to use DirectSound thus I have downloaded its SDK and examined it. Moreover, we have decided on using OpenSteer as our AI library. We got its source code and demo. Also, I have worked on UML class diagrams for the design.

- **Cemal Acar Erkek**

Beside design report, I focused on our graphics engine (OGRE3D), and AI engine (OpenSteer). Also, I start learning 3D Studio Max. In design report, I draw data flow diagrams (up to level 2) and worked on file format decisions of our project.

- **Çağrı Öztürk**

I researched on the Internet to get detailed information about direct sound, ogre.

Direct Sound: Msdn Library –Direct Sound

http://msdn.microsoft.com/library/default.asp?url=/library/en-us/wcedsoun/html/_dxce_why_use_directsound_dsound.asp

I learned its functions –interfaces-structures. And also tried to find answers of those questions: How it works with system – How it use the speaker hardware devices – What capabilities does it give me?

For ogre:

http://www.ogre3d.org/wiki/index.php/A_Brief_Summary_of_Image_File_Formats
and I set-up ogre. Looked its demo programmes.

- **Mennan Güder**

This week, first of all, I installed ogre files. Rebuild and tried the demo programmes. Within the directories of demo files and with the research I made on ogre site I see that it holds models in .mesh and .skeleton files.