

CodeSchbeke Software Solutions (C2S)

WEEKLY REPORT 7.10.2005-14.10.2005

Weekly Report by Sila Arslan

After our meeting with Onur Soysal, we had to re-construct our strategies and approaches to our project since there had been a concept change by the help and guidance of our project assistant. We had been considering designing an educational tool for the trainee before the meeting as a result we had examined tools and projects of that kind. After our concept has changed, I searched further on the tools that are designed for the trainers. We had our weekly meeting with our project group and decided to make a market search with the help of a survey. Lastly I designed a draft web site for our project.

Weekly Report by Cagla Okutan

On Tuesday we gathered up for our 5th meeting. In the meeting we have taken some decisions and assigned each individual different job. My job was to setup the game engine, RenderWare which was suggested to us by Veysi Isler during our interview with him. Since activating the program forces us to give a mac address of the PC it will be installed on, I haven't get the necessary activation code for the program since we have not yet decided whether we will be using this tool and if so in which computer it will be installed but nevertheless it was possible to see some examples. I have also searched internet for any traffic related tools that used RenderWare. Also, I deal with building up the web site.

Weekly Report by Hatice Kevser Sonmez

Since our project proposals domain was changed after our meeting with project assistant, I continued market research over internet for available documents in this new domain. I found a project's report which is very similar to our project (with its

new domain) and suggested for group members to analyze the report and discuss it on our Tuesday meeting. In addition to this discussion, we prepared a questionnaire for market research. Our studies for figuring out the requirements are continuing.

Weekly Report by Bahar Pamuk

After the meeting with our project assistant, we decided to change the domain of the system and design the tool for the usage of teachers of the traffic. It will now become a tool that will give the opportunity of creating the appropriate media or traffic according to the subject for the students. That's why we agreed to make a survey among the traffic teachers in order to benefit from their knowledge and experiences about this subject, get extra ideas and reach some statistics. I prepared 10 questions including yes/no and detailed questions for the survey. On the other hand, Kevser and I made search about open source 3D game engines which may benefit us in the animation part of the project and found some free tools.

Weekly Report by Ebru Dogan

First of all I examined last year's graphics projects by looking which tools they used and why they preferred them to get an idea of which tools can be used in graphics projects. I also analyzed the project report that Kevser suggested. We prepared a questionnaire for market research. Moreover, I am studying on 3D Studio Max to learn how can we make modeling and insert those models to our project.