

**Weekly Progress Report
(Week 8 and 9)**

During this week of progress, the group members participated in the following activities:

Güneş Aluç:

- Participation in informal progress reviews on the future plans
- Network-level functionality implementation for join/exit game
- Implementation of the core Game Engine components (multiple-rooms functionality)
- Further bug resolving on the Game Engine components
- Integration with Onder+Suleyman's code on the Graphics modules
- Implementation of the AI backbone (Game-Engine / Network Aspects)
- Testing for the First Snapshot Demonstration

Ömer Akyüz:

- Meeting with Güneş about discussing AI backbone
- Implementing AI player functionalities
- Weekly website updates
- Participation in informal progress reviews on the future plans
- Researching AI pathfinding techniques
- Starting to implement AI pathfinding
- Update living schedules and drawing living schedules gantt charts
- Researching sound module

Süleyman Cincioğlu:

- GUI design and preparation of the XML layout files of the menus
- GUI Menu construction and integration
- Establishment of the command of the game functionalities through menu
- Modification of client to provide 'enter game/exit game/etc' functionalities
- Refinement of the chat module, moving input from unbuffered Ogre api to buffered CEGUI api

Önder Babur:

- Completion of the integration of client&server for room changing event
- Detection and resolve of the bugs related to the new functionalities (multiple rooms)
- GUI Menu construction and integration
- Establishment of the command of the game functionalities through menu
- Modification of client to provide 'enter game/exit game/etc' functionalities
- Refinement of the chat module, moving input from unbuffered Ogre api to buffered CEGUI api