

Weeks 10 - 12

During these three weeks of progress (3 May – 24 May), the group members participated in the following activities:

Önder:

- Implementation of fully functional 3d collision detection
- Implementation of final chat module
- Design of the puzzle deployment module
- Implementation of the puzzle deployment backbone
- Implementation of the client-side game engine, object representation
- Resolve of the bugs of multi-room events, major improvement of consistency and synchronization
- Model acquisition for the new puzzle object set
- Training of the group members for room preparation
- Preparation of a robust tutorial on scenes, model and material scripting
- Deployment of the tool set for room preparation
- Preparation and operation of the project presentation
- Contribution to the filming of the first video trailer of The Maze

Süleyman:

- GUI design and preparation of the XML layout files of the menus
- GUI Menu construction and integration
- Construction of Object action menus
- 3d Picking
- Test Specifications Report preparation
- Puzzle Deployment Module design and discussions
- Contribution to the preparation of the project presentation slides
- Contribution to the making of the trailer video
- Contribution to Room XML preparation

Ömer:

- Implementing AI player functionalities
- Implementing AI pathfinding
- Implementing sound module
- Website updates
- Contribution to Room XML preparation

Güneş:

- Bugs associated with multiple rooms functionality.
- Contribution to the test specification report.
- Implementation of the Network backbone for Player-Object interaction. The following problems were solved:
 - Enabling the players to interact with objects in the room,
 - Notifying the players of the changes on objects in the room (including on room join events).
- Group discussion for the puzzle deployment module.
- Contribution to Ömer's work on AI.
- Integration of AI functionalities into the Game Engine.
- Significant progress on puzzle deployment module. Integration with core game engine / graphics engine functionalities.
- Contribution to the preparation of the project presentation slides.
- Contribution to the making of the trailer video.