

15 March 2007- 22 March 2007  
GOSoft

## WEEKLY PROGRESS REPORT

During this week of progress, Önder participated in the following tasks:

- Model acquisition, construction of a small scale sample model repository for the project
- Setup and utilization of the model exporters (3D Studio MAX, LEXI Exporter, 3ds2mesh, OgreLightwaveConverter)
- Introductory research on Ogre3d's dotScene format, as an XML representation of graphic scenes
- Implementation of the "Jump" animation and physics for single player
- Further refinement of the code
- Refinement of the AI concept

During this week Gunes participated in the following activities:

- For the Network architecture, started working on:
  - implementing the jump functionality (relevant messages)
  - implementing join game, exit game functionalities
- (Together with Suleyman) contribution to the preliminary work for the puzzle deployment module implementation:
  - Enhancing the list of objects, actions and rules.
  - Associating each object with a list of actions.
  - Finding an XML schema for representing each puzzle.
- Support to Omer for the web-page content update.

During this week of progress, Suleyman participated in the following tasks:

- Implementation of the CEGUI module.
- Implementation of the buffered input.
- Started implementation of the menus.
- Further refinement of the code
- (Together with Gunes) contribution to the preliminary work for the puzzle deployment module implementation:
  - Enhancing the list of objects, actions and rules.
  - Associating each object with a list of actions.
  - Finding an XML schema for representing each puzzle.

During this week of progress, Omer participated in the following tasks:

- I got Visual Studio 2005 DVD from Süleyman and I set up Visual Studio 2005 to my computer.

- I draw gantt chart and upload to web site.

- I set up OGRE3D to my computer.

- Web site was uptaded by Ömer.