Weekly Progress Report
(Week 4)

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

Ömer Akyüz:

- Revised some test scenarios for the Network-Server module. Several bugs were detected. Reported the situation to Güneş who took further action (synchronization problem).
- (Together with Güneş) Some discussion on the future implementation plan for Network.
- (Together with Güneş) Worked on the implementation of the "MessageTransmitter" class.
- Dealt with how to design database for a massively multiplayer online game.
- Made some internet research on how to design database.
- (Together with Süleyman) According to these research results and the game structure (Design Report) Ömer and Süleyman checked the needs of our database.
- Reflected the weekly changes on the website.

Önder Babur:

- (Together with Güneş) Worked on the integration of the Network and Graphics modules, several bugs were traced.
- Model & texture acquisition, allowing distinguishable characters in play
- Design of prototype's scene
- Material scripting, preparation of the .material files to be used
- Implementation of 'jumping' physics and animation for multi-player
- Progress to implement 'change direction' event
- Establishment of camera initialization and consistency
- Refinement of the code, general bug detection and fixing
- AI Concept Refinement

Süleyman Cincioğlu:

- Refinement of the CEGUI module.
- Implementation of the buffered input.
- Continued implementation of the menus.
- Implementation of Chat Module.
- Further refinement of the code
- (Together with Güneş) Continued the puzzle deployment module design:
    - Enhancing the list of objects, actions and rules.
    - Refinement XML schema for representing puzzles.

Güneş Aluç:

- (Together with Ömer) Some discussion on the future implementation plan for Network.
- Made some modifications in the Skeleton, Channel and Connection classes in the Network-Server module to:
    - solve a problem related with the synchronization of messages (timestamps)
    - implement the backbone for "jump" and "change_direction" messages
    - implement "unsubscribe" functionality to be used with CEGUI
- Implemented the "MessageTransmitter" class to provide a clean interface to the Client application.
- (Together with Süleyman) Continued the puzzle deployment module design:
    - Enhancing the list of objects, actions and rules.
    - Refinement of XML schema for representing puzzles.
- (Together with Önder) Worked on the integration of the Network and Graphics modules, several tests for the demo were conducted and several bugs were traced.