Weekly Progress Report
(Week 5)

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

Önder Babur:

- Model acquisition and modification
- Importing dotScene and XML libraries into the project
- Further research on Ogre3d's dotScene format
- Building the dotScene representation of the hard coded scene data
- Preparation of the infrastructure to implement room loading function
- Further refinement of the code
- Refinement of the AI concept

Süleyman Cincioğlu:

- Implementation of CEGUI Module
- Implementation of continuous movement in buffered input
- Implementation of menus
- Implementation of Chat Module
- Implementation of I/O Handler
- Refinement of Puzzle Deployment XML Scheme

Ömer Akyüz:

- Weekly update of the web site
- Started debugging the timestamp ordering
- Started coding the network part for which Güneş sent the interface (Player-Object) interaction
- Drew the Gannt Charts for the past weeks' progress
- Further refinement of the code

Güneş Aluç:

- Work division with Ömer before next week's demonstration
- Started implementing the Player-Object interaction messages
- Refinement of the core game engine concepts
- Started implementing the core game engine concepts so the game contains multiple rooms
- Further refinement of the code
- Preparation of the missing living schedule tables (with Süleyman)