

## Weekly Progress Report (Week 6)

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

### **Önder Babur:**

- Implementation of simple collision detection (boundary) and room exit detection
- Implementation of the missing parts in the incomplete dotScene library
- Implementation of client code for join/change room, new player entry&exit events
- Resolving client-side inconsistency and bugs due to multithreading
- Integration of client-network for join/change room, new player entry&exit events
- Construction of the first complete&exact XML representation of the prototype room
- Further refinement of the code
- Refinement of the AI concept

### **Süleyman Cincioğlu:**

- Completed implementation of the CEGUI module.
- Completed implementation of the buffered input.
- Progress in implementation of the menus.
- Integration of CEGUI Module with the rest of the code
- Further research on puzzle development module.

### **Ömer Akyüz:**

- Weekly update of the website
- Detail research about timestamp ordering
- Implementing timestamp ordering
- (Together with Güneş) Worked on the development of the basic core game engine concepts (e.g. player joins the game, player is assigned to a room, player changes room, player exits with his/her will, connection is closed, etc.)
- Further refinement of the code, especially eliminating the bugs Güneş has reported
- Refinement of AI concept
- Finished the design database model

### **Güneş Aluç:**

- Implemented the Player-Object / Player-System interaction messages that are necessary to simulate join/change room and new player entry&exit events
- (Together with Ömer) Implemented the basic core game engine concepts (e.g. player joins the game, player is assigned to a room, player changes room, player exits with his/her will, connection is closed, etc.)
- Implemented the relevant adapter classes for interaction of the client-side graphics engine and the network-side core game engine with the network backbone
- (Together with Önder) Integration of the new modules in the network backbone with the client graphics engine
- Bug tracking (reported to Ömer)