

Özgür Yazılım

Weekly Report 12.03.2007 – 19.03.2007

Abdulkerim Mızrak

This week I have continue to create our map and its components. This week especially I focus on car modelling. Now there are some cars in our map.

I and Onur have often meet with each other to integrate the project and to develop network of the game.

Onur Demircan

This week I have implemented collision detection.I have changed the seen on the player side.Now player does not see the character as fps motion model.But I would not integrate it with the network component.They work without problem by themselves,but when I try to integrate them many probems occur.I have also tried to design class architecture of our whole project.I have arranged meetings with Mehmet Emin,Fırat and Abdulkerim to integrate the parts that they have developed but except sound we could not achieve to integrate.I have intended to design class architecture but would not achieve yet.

Fırat Erdoğan

This week i have integrated the sound engine to our game. I prepare a soundtrack and some sample sounds for game satates. I have learned how to prepare installation package for the game and i have created a setup package for the present state of game.

I built our web site and prepare some parts of our web site also this week.

Özgür ÖZGÜR

I have been dealing with the collision detection and physics issues. I should have finished that by today, but unfortunately I couldn't meet the deadline. I implemented it partially but couldn't achieve any progress in integrating with the current version of our game. I guess it will be working in a regular fashion on Wednesday, and I propose to do a demonstration (may be individual) of our game with collision detection to our supervisor on that day.

(for the record: I also had to deal with some technical problems about my PC for the last two days and it also slowed me down a bit)

Mehmet Emin Ulusoy

This week I have begun to implement the game menu. Most of the time I spent was about how to implement the event handler functions and at last I have learnt it. I have implemented the main menu window and connect to game menu window and also I have implemented some of the event handler functions for the buttons. I tried to make the menu screen as simple as possible. The layout is simple and there are only buttons and edit texts. After integrating my codes with our main code, I will continue implementing the other event handling functions and other game menus.