SpongeSoft Weekly Report – Week 10

**Nilgün**
In the previous weeks, I worked on our prototype. I searched for new models through internet and using 3dmax to converted them to .mesh files. I made some modifications to some of them and added to the scene. Now we can see how the speed of the game is effected as more models are added to the scene. Also together with my friends, we read some chapters about scenemanagers from Apress Pro OGRE 3D Programming e-book. We tried to understand how scenemanagers render a scene especially large scenes like ours. Next week we will be preparing and presenting our team presentation. I will also work on improving the speed of our prototype. I will continue to read Apress Pro OGRE 3D Programming e-book to understand how Ogre works in more detail.

**Duygu**
In previous two weeks, I mainly searched about managing the scene. We use the Ogre 3D programming book as the main reference. I learned about visible surface detection modules. Octree method is the one seemingly most appropriate for our application. Although it is an optimization issue, we will try to code taking this into account from the beginning. I also learned about Ogre materials (mesh and skeleton files). Skeletons are especially needed for the animation and we need to implement skeletons for the free models we found, which don’t have animability. For the next week I am planning to implement optimization issues for the prototype. We will synchronize the rendering and sending/receiving packages in a best way so that the prototype will be enhanced in time issues.

**Aslı**
This week we will be having a presentation for the class about our project. I prepared our presentation and tried to find things that may be attractive for the audience which will help us maintaining the attention. I also studied about the audio part and tried to find programs that we can use as we modify according to our application. I also looked at Raknet code to understand the support it gives for audio data sending. For the next week I am planning to add audio functionality to our prototype with Bahadır.

**Bahadır**
In this week, I especially dealt with audio library. I studied tutorials of OpenAL and wrote some basic codes about playing and recordind sound. In addition, I tried to prepared slayt for my part which will be used in the presentation. In addition, I studied CVS because I will be responsible for version control and portability. We have not started to use CVS; however, after the prototype completely finished, we will start to use CVS. For the next week, I am planning to help preparation of the presentation and contribute to the improvement of the prototype.