This week we maintained our communication with ITU Center of Excellence for Disaster Management who is willing to help us in many parts of our project. We will be getting documentations about Emergency Management from them.

Nilgün Dağ

This week I continued to search about game engines. I read articles on internet comparing engines such as Ogre, Crystal Space and Irrlict which are the most popular libraries for C++. I downloaded Ogre source code and some demo codes and built them using Visual Studio 2005. Ogre is simpler than Crystal Space in that it is just a rendering engine and it has large development community with lots of searchable documentation. Crystal Space has a significant amount of "extra" functionality from various plug-ins and modules already integrated with the main rendering engine. These functionalities include things like sound, user input, the CEL game entity layer, Python or XML scripting, physics. But it also takes some considerable time to learn these functionalities. Ogre users gain more control over their code and there are third-party solutions that can easily be integrated with Ogre whereas in Crystal Space integrating 3rd party solutions is much more difficult than using built-in ones.

For the next week, we will be writing the Requirements Analysis Report and I will divide our project into subtasks so that we can draw Gantt-Chart of our project in the report.

Duygu Atılgan

This week we have been searching on both logical and software requirements of our Project. As I mentioned last week, I have examined the engine Crystal Space in a detailed manner. I also set up the OGRE SDK, and tried to understand Scene Graph concept. As a result of our investigations we decided not to use Crystal Space. We may consider using OGRE as the graphics rendering engine if C++ is used. Also I have read some chapters of the book Game Development and Production which may be helpful in our Requirements Analysis Report to draw DFD’s or Use Case Diagrams. I also searched for games with similar features to our Project three of which are Commandos, Brothers in Arms: Road to Hill 30, and Harpoon.

Next week I will be examining those games in a detailed manner, I will search about Java3D and I will study on the Risk Management part of our Requirements Report.
Bahadır Özdemir

I have studied tutorials of Java custom networking and examined example codes about it. In addition, I looked for sound and network APIs for C++ in order to help us select the programming language which we use in the project. I planned to send and receive recorded sound files over the Internet. However, I did not achieve this due to workload of the other courses which I am taking. I have sent and received just messages up to now.

For the next week, my plan is same with the previous week: to send and receive recorded sound files over the Internet.

Aslı Özal

This week I was given the task to search about documentation of projects. Therefore, I have read some chapters from the e-book “Software Engineering for Game Developers” by John P. Flynt. I have learned the details of writing Requirements Analysis Report. Also, I searched for the IEEE and CMMI report formats to decide our own format. To add, I have read some reports from previous projects and decided on the topics of our report. I also distributed the topics to our team members, so that each member will be specialized at one topic and our report will be more successful.

Next week, I will study the Dataflow and Use Case Diagrams and will perform the literature survey of our report. I will also prepare reports about our meeting with Civil Defense Instructor to include in our Requirements Analysis Report.