Aslı Özal:

This week we had a meeting with a teacher from Civil Defense Academy. She gave us many documents about first-aid, search and rescue, and fire-fighting. I have read most of the documents and made a list of things that we can use in our project. As our company ETC to simulate different professional facilities of each role in the project, these documents helped us while creating our use-case diagrams and functional requirements. Also, I have accomplished my tasks that were given in the previous week; I have done literature survey part and searched for the data flow diagrams. To add, I made a market research for our project.

Next week, I will search for some modeling tools for C++. I will try to implement some modeling in these tools and give information to my teammates about my researches.

Bahadir Özdemir:

In this week, as every person in the group, I especially dealt with requirement analysis report. My task in the report preparation was technical issues as we decided last week. After examining report templates of IEEE, CMMI and sample reports, we defined use-case diagrams of the project for user interface and game scenario. Furthermore, we decided our data flow diagrams and game structure. In addition to preparing of the report, I started to search libraries for C++ after we tend to use C++ because of the weakness of Java programming language in graphics and existence of strong graphics engines in C++, like OGRE. For this reason, I searched audio libraries for C++, and started to study especially OpenAL. I continued to examine network structures which will be used in our project and search network libraries for C++.

For the next week, I am planning to do detailed research of network structures for games and decide appropriate structure and library before submission of the report. Also, I am planning to write and test simple programs using the network library and OpenAL in order to learn them.

Duygu Atılgan:

This week I searched about Java3D. I examined its api and demos made with Java3D. However, it did not seem much satisfactory with regard to graphics quality. I also searched about Ogre4J which enables the use of Ogre in Java applications. I made research about how network connections are done...
in multiplayer games. I especially examined the Network Architecture of Unreal. Although it is quite complex in terms of prediction methods and it is very difficult to maintain, we could use a simplified version of its logic. I also learned about Risk Management and tried to implement it on our project. As the team, we gave decisions about game flow with the help of documents that we got from Civil Defense Academy.

For the next week, I am planning to compare OGRE and OGRE4J in detail. I will also search about the network libraries and API's for C++.

Nilgün Dağ:

This week I continued to make literature survey. I read books about game design and game programming. My main focus was determining the main tasks in game design&programming and their subtasks. I tried to apply these to our project and obtained a gannt chart containing main&sub tasks of our project and schedules of them. Since we will be delivering our requirement analysis report this week, I practiced some software engineering concepts such as how to draw use cases, data flow charts,...etc. Together with my team friends, we determined functional requirements of the project.

Next week, I am planning to finish writing down the requirements analysis report, drawing uml's,...etc. I also plan to finish reading ogre tutorials and try to implement a small demo using this library.