SpongeSoft Weekly Report – Week 7

This week we first tried to send object data as well as string data between client and server. Instead of a bit stream we will send the data in the form of different packet structures. We tried to design contents of these packet structures. Also this week we tried to combine Ogre and Raknet code together, however we could not manage it yet. Both projects have many dependencies and different libraries. We tried to send direction commands from the client to the server, so that the server would calculate the position and send it back to the client. However, integrating is challenging because the codes that we are dealing with are quite high level and maybe we will have to change the library codes to manage this. We tried to integrate a network code loop into rendering network loop in the client. However, rendering loop is implemented inside Ogre Library. Changing this library requires building Ogre again. We will either do in this way or write different cpp’s which handles rendering loop and network loop together. XML may also be an option to send and get the network data. For the next week we will be trying to solve this integrating issue and we will be preparing our initial design report.