Bahadir Özdemir

I especially dealt with the preparation of demo program. I started to learn Ogre features like sceneNode and camera usage. I also took part in synchronization of two players over network. In addition, I was responsible for portability of code. For this reason, we tried to connect from windows to linux and vice versa. However, they were unsuccessful attempts. Thus, we continue coding in windows.

For the next week, I am planning to find and correct the portability problem and I will add audio features to demo program. Furthermore, I will work on states of network part.

Nilgün Dağ

This week I worked on our prototype. Together with my friends, we implemented a prototype where two users connect to each other and select a player. One becomes server and the other becomes client. Client enters the server ip address via gui and connect the server. Then players can see each other move. We implemented two classes a server and a client class for this. Each class prepares its packages and sends them when a key event occurs. They listen the port and try to receive packets every frame.

Next week we will be improving our prototype and try to send more data over the network so that we can see how the game speed will be affected.

Duygu Atilgan

This week, I dealt with combining network code and Ogre. After dividing the Ogre loop and building an Ogre-RakNet project, we tried to provide communication between two computers in a local network. I searched about communication protocols. At the end, we managed to communicate. We sent position packets from server to client (and vice versa) during a key press and stop sending when key is released.

For the next week I am planning to continue working on networking and design the packets that we will be sending.

Aslı Özal

This week, I helped with the implementation of CEGUI. We tried to implement the communication between the server and the client simultaneously and achieved it at the end. Also I searched for the 3D models that we can use in the project such as firefighter, medical staff, etc. However, most of those are not free. So I am planning to learn 3DMax in detail to be able to draw our own models as well.

For the next week, I am planning to move on with searching about the models and embedding them into our own code, instead of ninja and robot.