Spongesoft - Virtec3D Weekly Design Report   Week 1

Duygu
- I examined Open Game Engine Project's design in a detailed manner.
- I started to implement Object Manager according to our design.
- As the components of the objects will be created from xml files, I learned about serialization and deserialization.

Next week:
- I am planning to continue with the Object System's coding and also start to implement deserialization of the files to objects in the execution.

Aslı
- A high number of 3ds objects was obtained.
- Incredibles design document is reviewed. Also their features was discussed and compared with our features.
- Started searching about Graphics Engine structure & class architecture to implement Graphics Manager.

Next week:
- Graphics Manager implementation will be continued.

Nilgun
- I reviewed our project's time schedule and tasks' resources for the second semester and published our first tasks status table on our web site.
- I searched program download sites for video capturing tools. I found some freeware and some shareware tools for it and using one of them I recorded some videos from our project in .flv format. Using MyPlayer that you suggested, I was able to publish 3 demo videos on one page.
- I cvs checked out our project source code from the repository. As it is decided that Open Game Engine's structure will be used to integrate the different modules in the project I tried to understand how Oge manages this integration between subsystems and utilities.

Next week:
- I will be working on the configuration and scripting systems of the project. Also I will try to figure out how to write CEGUI scripts using lua.

Bahadır
- Directory structure of the project was determined.
- Project and website were loaded to CVS.
- A simple script was written for updating website from CVS.
- Currently used libraries were compiled from source and their header and .lib files added into CVS repository.
- Design Patterns were examined for using in different parts of projects.
- Coding of some utilities like log manager, exceptions and string manipulation functions were completed.
- Manager class structure was determined according to "Singleton" and "Template Method" design patterns and in a multi-threading manner.
- Boost library was used for multi-threading and synchronization.
- Coding of Network manager is almost completed using "State" design pattern for Server and Client conditions.
- Message passing strategy was determined for received network packets and inputs.
- "Factory Method" design pattern for creation of messages, "Command" design pattern for processing messages and "Strategy" design pattern for scheduling policy of message processing will be used. Coding of these started, but not completed yet.
- "Facade" design pattern was determined for collecting all functionalities of the project in one class which will be used in main function, but coding of this has not started yet.

Next week:
- Finishing coding of previously started parts.
- Coding of Audio Manager.