Spongesoft Weekly Report – Week 2

Aslı
- I have examined the graphics manager of the Open Game engine, and we have modified our graphics manager class and its function taking OGE into consideration.
- I have dealt with the configuration management plan of the project.
- I have started to search about resource manager and begin reading about resource management of groups in Ogre.
Since we will have several regions in the map, loading & unloading resources in groups is decided to be implemented.
Next week:
- I am planning to start implementation of resource manager class and some other classes that will be helpful in resource management.

Nilgün
This week I have dealt with the web page update and graphics manager source code. Next week I am planning to go on with the implementation of Graphics Manager.

Bahadir
- Coding of Message system almost completed
- Coding of Engine Manager, Graphics manager and some utilities about graphics manager.
- Coding of Scheduling and task management almost completed.
Next week
- Continue coding on graphics, audio, network, input as much as possible.
- Changing CVS structure. Dependencies will be moved to website form CVS repository.

Duygu
This week I have dealt with serialization. I tried to implement Serialisor and DataStream classes. I also dealt with TinyXml code. Next week I am planning to implement several components related to our game such as visual or health.