Spongesoft Weekly Report – Week 6

Nilgün

- Modeling of dormitories mostly completed except mapping actual textures.
- New objects (cars, trees, traffic signs) has been added to the scene.

Next week:
- 3d object picking, displaying information using overlays will be implemented.
- Modelling teknokent area will start.
- Loading/unloading resource groups will be implemented.

Bahadır

- Fixing bugs in network, graphics, input, engine manager and message passing.
- Design of configuration manager.
- Worked on synchronization issues.

Next week:
- Coding of configuration manager and synchronization issues.
- Tests on network connection.
- Starting coding of audio manager.

Duygu

- Combined input Manager and gui manager for the demo.
- Network code implementation continued. (Message creating and message handling)

Next Week: Network code will be continued.