CodeSchbeke Software Solutions (C2S)

WEEKLY REPORT 14.10.2005-21.10.2005

Weekly Report by Sıla Arslan

After our weekly meeting with Onur Soysal and as a result of our previous discussions we decided to search on the technologies we may use while implementing the project. I searched for physics engines, especially the ones that are open source and that deals with car physics, while searching I tried to understand what functionality will the physics engine provide to us. As usual we had our project group meeting on Tuesday; we re-assign things-to-do to each group member. I searched for game engines, again the ones that are open source. I tried to learn what can we do with the engines, do they provide modeling, AI, physics, rendering, or if not which modeling tools do they support, on which platforms do they work on, do they have enough documentation etc...

Weekly Report by Çağla Okutan

This week we mainly focused on modeling tools and 3D engines. I firstly searched internet for getting information about the role of 3D engines in games. I have searched internet for the usability of RenderWare Platform which provides libraries for graphics, physics, AI and Audio, OGRE (Object-Oriented Graphics Rendering Engine) and also the dynamics engine ODE (Open Dynamics Engine). I looked at which engines and programming tools last year's seniors have used. I tried to come up with a pros and cons list of the tree engines.

Weekly Report by Hatice Kevser Sönmez

This week, I continued market research for available tools similar to our project in a wider area. I found some tools, most of which include simulation ones, and analyzed them. I tried to figure out their characteristics and find out what tools and technologies they have used for their products and on which platforms they execute on. I also continued to get in contact with the people from the market. I also explored the Software Requirement Specification and Analysis Reports (SRS) of the previous year's projects and SRS outline of IEEE.

Weekly Report by Bahar Pamuk

This week we focused on the concept of software that will be used behind our work. For this, we made a division of labor about the subjects to search about that will facilitate our project. I made some research with Cagla about the 3D rendering that is especially used in modeling, helps the animations to be realistic not only in vision but also in audio. On the other hand I looked for the specialities of game engines and modeling tools to grab the appropriate data for our project. The other subject that is relevant to our concept is AI. We tried to collect some data with Kevser about AI, where it is suitable for AI to be used in our traffic project and how.

Weekly Report by Ebru Doğan

This week my research topic was 3D modeling. First of all I learned what are the available modeling tools are and which data types are used for each of them. My main criteria while selecting a modeling tool is its prevalence, easiness of its usage, and the quality of the models which are made by it. So I searched which of the modeling tools are used mostly for car design and looked for the available car modeling tutorials. Also I found many 3D car galleries which contain car models in many file formats. Moreover I looked at the web pages of the popular car simulation games (e.g. Need for speed (NFS), Grand theft auto (GTA)...).