CENG 491
PAGODA

Weekly Report - 2

Selçuk TUNÇ
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I tried to decide on which platform and programming language to use. We were planning to implement the project in C# but we saw that graphics libraries are not very convenient for C# so that we agreed on C++. Also, we have decided to use .NET as the platform. Also I worked with Ercan to find a suitable graphic engine.

Akin Ercan ÜRET
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I found a free and open source graphics library called Irrlicht and we decided to use this library as our main 3D drawing API. This engine enables us to render very complex scenes and it has lots of useful classes to use in building an animation.

Çağatay TURKAY
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I concentrated on searching the programs called Flash MX and 3DS Max. Flash MX is a very critical example for us. Building a sequence of animations in Flash is the same as our program and because it has proved to be a very successful program used worldwide, so we are going to search more on it. 3D Max is a very popular 3D modeling tool used by lots of professionals and it has a similar interface as our program will have.

Sinan MUTLU
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This week I tried to collect information about the requirement report. I have found some examples from the internet. Then I read them and made an outline about our requirement report that we will submit next week.