



**MIDDLE EAST TECHNICAL  
UNIVERSITY**



**COMPUTER ENGINEERING  
DEPARTMENT**

**CENG 491**

**12/12/2006**

**WEEKLY MEETING  
REPORT**



## WEEKLY REPORT

The last week was very busy for our group. Because we have started to learn the platform that we will develop our game project. The name of the platform is Delta3D. The reason why we have chosen Delta3D although there are lots of other engines is because it combines lots of the engines that are required for our game. Some of them are Graphics engine, we will use it to build our world with advanced graphics and as well as having realistic environment, AI engine that will help us to control the logic and environment, Physics engine which we need to determine the collision and etc. Since these are very big engines we need time to learn the basics of them. We have started with the graphics part of Delta3D and examined the tutorials and examples. The biggest problem that we have encountered is that there is not so much tutorial about Delta3D. So we need to examine the source codes and examples carefully. To follow the updates and ask questions as well as get answers to ours we have enrolled to the forum in the site of Delta3D (<http://www.delta3d.org>). This forum is useful to solve the problems with the help of the experts who are the developers of the platform or other contributors.

This week we have spent most of our time to term project. Two of us have studied the graphics and the other two members have learnt about the networking.

In the graphics part, we have written some simple codes to design our environment. For example we have loaded 3D terrains, created our own infinite terrain, loaded some 3D models, added weather, clouds to our environment, created a randomly generated city and etc. The different parameters to these attributes give different and interesting effects to the world. We have also examined a character animation example.

In the network part, we have tried to setup connections between server and the clients. But it was not so easy in C++. You have to deal with all the primitives. But we have achieved to write our network class, yet some problem of course!. But now there is a small chat ability in our program. Users can send messages to each other and can see the coming ones on the screen up to five last ones. We have also described some of our network packet types and send and receive them. After recognizing the packet according to its ID, the required process is done. But we know that, as we move ahead, we will need new types of packets for messaging.

At the end we have combined the graphics and the network part and tried to make the different clients cars synchronious. It has been so difficult, but now we can do this big job. But yet need to be optimized and tend to change more.