

Weekly Report 09.10.2006 – 16.10.2006

GROUP WORK

This week as soon as the project topics are announced, we got together to speak about the project. We fixed face-to-face meeting hours and chat hours about the project. We shared all the documents, links, example games we have found. Everybody has searched about game programming, available 2D or 3D games during this week. On Monday we identified our roles in the project and prepared the project proposal.

Fırat Erdoğan

I have searched games which have similar scenario and properties with our game. I have found and examined Tradewinds 2, Trade Federation Battleship. Also I have searched map editors from internet. I have found some. I examine 3DMapEditor.

Abdulkerim Mızrak

This week I have searched for 3D game programming. I found a soft book, Sams Teach Yourself Game Programming in 24 Hours, which is a book from “Sams Teach Your Self” series. And also I got a book, Sams Teach Yourself Game Programming with DirectX in 21 Days, from METU Library to learn DirectX. I have started to read both books and done some basic exercises.

Özgür ÖZGÜR

Besides the group work we do (deciding the story of the game and criticizing the key points in our future progress and preparing our proposal) I made some research on 3D games and analyzed some games similar to ours. This gave me the chance of having a foresight about the design of the objects and the map and also lit a light about determining the massy parts of the project. On the other hand, I started to work on design of the website of our team and also working on design of a logo for our company.

Onur Demircan

This week I have searched about 3D simulation programs. I started to learn 3d Studio Max with a book from METU Library about this program. I have examined the documents and example games which are shared by other group members.