

ÖZGÜR YAZILIM

Weekly Report 19.03.2007 – 02.04.2007

Abdulkerim Mızrak

This week I worked with Onur to set up a proper network architecture and make some experiments with two computers connected by a switch. Because of network problems I had to stop to prepare 3d objects and map creation of our game. I helped Onur to integrate the gui developed by Mehmet Emin. Additionally, I prepared some snapshots of our game and gave them to Fırat.

Onur Demircan

These two weeks I have integrated the user interface to the main part. There has been many errors because of the user interface tool CEGUI. After trying and debugging the code I have successfully integrated all the user interface designed by Mehmet Emin. On the other hand the graphic engine that we are using cause many troubles. I could not integrate the network part and collision part, Although they are working alone properly. Since the graphic engine is not designed for animations (we are making the character using animation), we always have the exception "geom in locked space". I have asked the question on the mailing list of ODE nobody has return an answer. They do not know the reason of this exception too, even the designers of ODE. This week I am planning find or eliminate the exception and integrate them successfully by looking the source code of ODE.

Fırat Erdoğan

I had tree midterm this week so i could not do too much things for the project. I have prepared living schedule for last tree weeks and for this week. Also i had renewed our web site. I found some sound for our project also this week.

Mehmet Emin Ulusoy

This week I have learnt to convert any picture formats into .tga format and learnt how to use .tga formatted files when implementing some code for displaying pictures. This will help us in making main menu and especially in-game menus because we will use several pictures in our game. For now as an example I have implemented the "About" window and in this window I have put group members' photos and gave a brief information about their jobs. Later on by using .tga files I will put different pictures on the game screen in order to display game items.

Also this week we have integrated my GUI codes into main source code and by this we are now able to start our game by using main menu.

Özgür ÖZGÜR

Despite working on collision detection issue for last weeks, I couldn't manage to integrate collision detection into our project. I either get no detection or end-up with an exception and runtime error. I'm really (and still) working on that but I'm stuck in that, and probably I'll need help from the other members to solve the problem.