

Özgür Yazılım

Weekly Report 17.10.2006 – 01.11.2006

Abdulkerim Mızrak

This week I negotiate with a person from last year, whose project is about network. He gave me information about TCP/IP protocols and advice me to study “soccets” to have a valuable knowledge for my project. I got some resources about network and gave them to all group members. I start to study basic network issues.

I have also searched about marketing research about our project. I have also studied DirectX.

Fırat Erdoğan

I have anlyzeed online multiplayer game on the Internet. So I had chance to see what are the trends in likewise games. By doing this, I was able to anlyze who are our competitors, and the quality of their products. I have used this information in our Marketing Research Report.

I found OGLE: OpenGL Extractor on the Internet. I checked examples and analyzed it bit and still analyzing to see if it can be used in our project.

Onur Demircan

I have searched internet for TCP (Transmission Control Protocol) and IP (Internet Protocol) tutorials. I have read some of them and started to learn. I have learnt UDP (User Datagram Protocol) is very similar to TCP, but simpler and less reliable .Moreover the communication between applications is done by TCP and between computers are done by IP. The communication is full-duplex and done with “handshake”. The application that wants to communicate with another

application sends a request to an exact address. After “handshake” TCP will set up the communication. With IP, messages (or other data) are broken up into small independent "packets" and sent between computers via the Internet.

I have also searched internet to look at some codes written for games. I observed source code and tried to understand how they include the objects' picture to game source code, how they control the functions with keyboard, and how they add sound to games. And also tried to understand how they give motion to objects.

Özgür ÖZGÜR

I have downloaded and read some documents (most of which are lecture notes of some uiversities) about networking and TCP/IP protocols. This gave me the chance to have an aspect about online component of our project. This study also made me see what should we do, and also what are we capable to do through an online game.

I also signed up to some free online multiplayer games and analyzed them by means of the way they serve to their players, the way they limit connections, and the way they manage the interaction between players.