

## Özgür Yazılım

### Weekly Report 16.11.2006 – 29.11.2006

This week we arranged some meetings with professionals on the issues(network,graphics,AI) of our projects.

Our first meeting was with Bilen Yavuz, who is a technology specialist. On that meeting we especially talked on network issues. He has lots of experience on network and security issues, and currently working in these areas. We talked about the network structures applicable in our project and discussed about the problems we may face in forthcoming phases. He has advised us to use UDP for efficiency. Furthermore, we have to implement a module to handle with the loss caused by UDP.Because it is not guaranteed that the data sent will arrive.Moreover we have to handle the case that UDP packets do not arrive with the order they have been sent.It is another important concern to handle. This really helped us for our design.

Our second meeting was with a member of the “Yeni İşler, Yeni Fikirler” awarded group Palmax. Since, they have lots of experience about 3D graphics and especially OGRE, 3D Open Source Graphics Engine. He talked about the capabilities and usage of this tool. Furthermore, he suggested some tools which are really efficient, such as 3D Max, and MilkShape 3D. Since, we had some questions in our mind about the relation between game engine and graphics engine, we took advantage of talking with an experienced person and learned how to deal with this problem.

Our last meeting was with Cem Çimenbiçer, from Kitlesele Yazilim. This is a company working in Bilkent CyberPark. Mr.Çimenbiçer is founder of the famous Multiplayer Online Game “Hükümdarlar”, and also a contributor of the game Mount & Blade . Since, there are similarities between our project and Hükümdarlar in terms of networking, and also with Mount & Blade in terms of 3D graphics, this meeting was really beneficial. We had the chance of discussing our project (as a whole) with Mr.Çimenbiçer. He talked about different network & 3D platforms . We have learnt that there is no need to use physic engine for our game.We will handle this part with animation.For network he has suggested us to use a network engine.