

Özgür Yazılım

Weekly Report 05.03.2007 – 12.03.2007

Abdulkerim Mızrak

This week, I prepared some 3dsMax objects and export to the Delta3d environment. I prepared some terrains, roads, trees and banks to place in the game environment. In addition to this, I do lots of experiment to overcome collision detection problem but it is still a big problem for us.

Onur Demircan

This week I have designed the chat gui. It is transparent gui that become visible when you push the button "F1" and after writing your message, you push the "Enter" button and the message is sent to other players via the server machine. If the chatgui is not active when the message comes, it is automatically activated. I have written a chat packet to do the transfer operation. This packet involves two strings, one of them for the unique ID that belongs to owner of the message and other string is for the message that the player sent.

I have tried to implement a collision detection mechanism for the character in the game but since the character is an animation I could not make the collision detection mechanism for it, although I have done it for stable objects.

Fırat Erdoğan

This week I have got experiment about audio engine. I have both examined FMOD sound engine and Delta3D audio library. I choosed Delta3D audio library for our audio engine. I have learned how to use this library, I have add some sound and control these by keyboard. I have also leran how to add sountract to game. but I have not integrated sound engine to our game yet.

I have prepared somw texture for game environment and map with using photoshop, and give them to Abdulkerim.

Mehmet Emin Ulusoy

I have joined to "Ozgur Yazılım" this week so I started to read all the documents about our project immediately. Also I talked with group members in

order to get more details about the project. They advised me to learn the tools so I began to examine them. I have examined the example gui projects. Also I have written some codes in “VS .Net2003” in order to learn the basic OpenGL functions that may help when implementing the game menus.

Also this week I helped my teammates when writing the CM plan. This helped me to understand the project very well and by this way I understand what we are going to do and when.

Özgür ÖZGÜR