



**MIDDLE EAST TECHNICAL
UNIVERSITY
DEPARTMENT OF COMPUTER
ENGINEERING**



**CENG 490
Senior Project**

Project Proposal Report



Team Name: incredibles
Project Subject: VIRTEC3D
Project Name: SimArch

2007-2008

1. GROUP MEMBERS

Abdulkadir Yazıcı	1449255
Kamil Nematli	1368679
Mustafa Önder	1449032
Salih Ahi	1448265

2. PROJECT DESCRIPTION

2.1 COMPANY'S DEMANDS

We are expected to develop an online virtual team collaboration platform with 3D graphics by ETC-IS company. Project must fulfill the following requirements:

- Since it is a team collaboration system, the project must allow multiple users to achieve the goals by teamwork and simultaneously.
- Each user must have an objective, limited number of resources and equipment.
- Since cooperative work is crucial, they must be able to communicate by voice chat.
- Scenarios must take place in 3D environments and obey basic physics rules.
- Teams will be composed of 2 or 3 people and a team leader. Also there may be an observer who will not directly interact with the environment.
- We are free to choose our development platform and environment, also the project scenario.

2.2 SCENARIO

The team consists of just graduated archaeologists led by an archaeology professor. The main goal of the team is to find some predefined historical artifacts. The objectives take place in some of the famous historical places. They will be designed in such a way that the users will have to collaborate to succeed. Several traps and mechanisms will be set in various locations on the scene. Such obstacles will enforce users to work together to overcome. Some hints will be supplied to users to figure out a way to advance through the obstacles. They will be equipped with several archaeological tools, compass, flashlight, electric conductivity detector, etc..

2.3 APPLICATION AREA

The project's aim is to let users develop their teamworking skills in a virtual environment. In real life, carrying out such missions may be too risky and expensive. The users will gain experience before getting into the field.

3. Work Distribution

Graphics Programming: Salih Ahi
Network Programming: Abdulkadir Yazıcı, Kamil Nematli
Audio Programming: Abdulkadir Yazıcı
Simulator Engine Programming: Mustafa Önder, Salih Ahi
Level Editor Programming: Mustafa Önder
Level Designing: Mustafa Önder, Salih Ahi
Physics Programming: Kamil Nematli
Document Management: Kamil Nematli
Web Administration: Salih Ahi
Module Integration Management: Mustafa Önder

4. Team Roles

Abdulkadir Yazıcı: Team Leader, Recorder
Kamil Nematli: Optimist, Summarizer
Mustafa Önder: Research Coordinator, Time Keeper
Salih Ahi: Devil's Advocate, Gate Keeper

5. Expected Grades

Abdulkadir Yazıcı: BB
Kamil Nematli: BA
Mustafa Önder: BB
Salih Ahi: CB

6. Communication

We registered a Yahoo! Group for mailing. For instant messaging we will use MSN Messenger. Meetings will be held at group members' houses.

7. Risk Management

Last month is assigned to level designing, debugging and testing. This time may be shortened in case problems occur in due dates of implementation. Also personally assigned tasks will be supported by other members in such cases.