MOMO SOFTWARE

This week, we have been concentrating on mostly user interface issues as a group. We planned to implement simple scenario in order to work on user interface and its changes. At this moment, we have decided to create teams and items (buildings, roads, forests) by reading xml files, creating their objects and implementing them on the interface. Our job for last week is to create xml files for this aim, reading them by using SAX parser and creating the objects for further use. Although Hüseyin's code is almost completed, he could not run it because of the some small problems. However, the design and implementation of this part is almost done.

Ender has dealt with orientation problems. We can start our application in landscape mode or portrait mode so that we can have unique user interfaces for each mode. In addition to this, when we rotate the emulator from portrait mode to landscape mode, we can handle the differences very well. But we turn it back to portrait mode, it can not reload layout-port file.

Burak has worked on user interface. He repaints the map we use for background and created classes that represents the objects to be displayed on screen. Moreover, he has built basic methods for these objects such as drawing them on screen. In addition, he created mappings from real world coordinates to coordinate system of our map and its projection onto screen for different zoom levels and centers.