

WEEKLY PROGRESS REPORT

Team: Big Ceng Theory

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Week Reported: 10 April 2012 - 16 April 2012

Progress:

This week the implementation of the first level second task is done. Firstly, the scene is constructed using the visuals sent by the graphic designer. After that I wrote a script to control the place of the objects that will be placed on the water. There will be four objects on the water. When the player clicks on one of the objects on the scene, if this object do not sink on the water, will be placed at the corresponding place on the water. At the beginning of the implementation of the task, I put the objects in everywhere in the background. However, this seemed a little bit confused. Therefore, I used the GUI interface of Unity 3D and put objects on an extra window and also I put a button on the left corner of the page to control whether the window will appear or not. When player clicks the button on the left corner of the page, this window appears on the screen with all the objects. The player will select the corresponding object from this window and if the object is suitable for the task, the object will appear on the water. After selecting four objects, clicking the button again will remove the window from the screen.