

WEEKLY PROGRESS REPORT

Team: Big CEng Theory

Team Member: Mehmet AKÇAY

Week Reported: February 27, 2012 – March 4, 2012

Progress: This week, we haven't done much. We wrote texts for our website and also we went on a meeting with the teachers from METU High School. We took feedback from them about the tasks, and we determined the iteration schedule. We separated the team into two. Özgün and I are going to work together throughout these iterations.

Week Reported: March 5, 2012 – March 11, 2012

Progress: This week, after getting the necessary visuals from graphics designer, we started writing codes on top of these visuals.

First, we set up the setting for the task, applied textures and gave feedback to the designer about the things that seems a little bad to us. For example, the colors of background and the character and the objects were so close to each other, namely brown, which, we think, will make it really hard to distinguish those from each other. Also, we suggested using other colors other than brown, because brown is not the most appropriate color choice for the children.

After dealing with our concerns about the visuals, we went on by coding. Although there will be some minor changes later on, the task is almost completed.

Week Reported: March 12, 2012 – March 18, 2012

Progress: We have worked on the missing parts of the first task of the second level. While Özgün tried to give feedback about the samples and supplies some sample visuals to the graphics designer, I coded the missing parts of the first task of second level. I have found information about how to keep track of time in the game and how to destroy and create objects in the game. Since we do not have any clue about how

the first task of first level is going to be, both visual and story-wise, we could not start implementing it.

Week Reported: March 19, 2012 - March 25, 2012

Progress: We have worked on development of the first task of the second level since our new task is not determined yet. There were some missing visuals that we are going to use in our game; however we did not have them. They have just arrived this morning so the final version of the task will be available tomorrow. We also did discussions on first task of the first level; however, there is not a final decision on it yet.

Week Reported: March 26, 2012 - April 1, 2012

Progress: I made the necessary modifications on the first task of the second level. As soon as I got the visuals such as background picture and proper pictures for the character walking from the graphics designer, I replaced them with the ones that we were already using in our draft of the game. I prepared the web player of the last version of our game and we uploaded it to our web site.

Week Reported: April 2, 2012 - April 8, 2012

Progress: We have decided some of the key features of the first task of first level. And after the meeting we prepared a schedule for the graphics designer which indicates what we want from him with the deadlines which we hope that he will follow. This will make our jobs easier. I got the necessary visuals from him at 7:49 p.m. on April 9. So, it was almost impossible for me to start right away implementing. Hopefully, I will start tomorrow and by the end of next week, we are going to have a proper draft of the first level of the first game.

Week Reported: April 9, 2012 – April 15, 2012

Progress: Since we got the visuals at the last minutes of the last week, we just could start implementing the first task of first level. Özgün and I created a draft version of the task. We had to show the level of a liquid tank. We looked for the liquid use of Unity3D; however we could not find anything, so we made some visual illusions. To show the increase and decrease in the tank, we created a cube and rotate around y-axis in order to change the level, and also we learned how to use particles in the scene. Since we did not have a background and the visuals we got did not have high resolution enough, we send an e-mail to the graphics designer and ask for those.

Week Reported: April 16, 2012 – April 22, 2012

Progress: This week our task was to finish first task of the first level. Since we have never used before, we spent most of our time to learn how to use particles in the game. We figured out how our game should be and tried to finalize most of the actions. We are going to put our efforts together with Ozgun on Tuesday and by Tuesday evening we are going to have a working and settle game draft for that task. The final version will be ready by Thursday evening.

Week Reported: April 23, 2012 – April 29, 2012

Progress: We brought the first task of first level to its final state. With the visuals given by the graphics designer, we replaced them with the template ones we used. Although there are some little things that needs to change, with its state now, we can understand if the player has succeeded or not at the end of the game. The things that are left are related to the design of the game. Technically speaking, there is nothing left to do.

Week Reported: April 30, 2012 – May 6, 2012

Progress: This week, we designed the little transition games that we are going to put between the main games of the levels. After designing how they are going to be with the graphics designer, we made a division of labor. I was supposed to implement second one. I was going to work separately from the integrated game,

because I did not have the final version of integrated game, so I made a template version of the mid-game with no visuals. I created the scene, implemented actions and finalized this version. Only thing left is to integrate and add the visuals. Those were done until Thursday.

After that in the weekend, we had to integrate all levels, including the main and transition ones. With Ceren, we integrated them all together and implemented the camera moves which were quite hard for us, however spending our whole day with Ceren, we managed to do so. After integration and the camera moves, we prepared a list about the things which were missing, visually wrong, buggy or needed to change and we determined their priorities and till the presentation we fixed as much as we could.

Week Reported: May 7, 2012 – May 13, 2012

Progress: For the final presentation on Tuesday, Ozgun prepared the slides for the presentation and gave Ceren and myself introduction and final parts of the presentation which needs less effort since we spent most of our times to implementation of the game and the code last days.

We made our presentation successfully and for the weekend we met with our graphics designer and went over the whole project and decided what should be changed visually and story-wise. We created a spreadsheet on googledocs and made a list of what should be done in order to complete the whole project. There are almost 70 items on that list, until Sunday, I completed like 7-8 of them which took quite some time.
