

## WEEKLY PROGRESS REPORT

**Team:** Big Ceng Theory

**Team Member:** Özgün ÇİÇEK

**Week Reported:** 27.03.12-02.04.12

### Progress:

This week we decided the task1 of level1 with Volkan Uysal. Roughly, it will be related to non-mixing liquids and their densities. We are waiting for the exact rules and 5 specific liquid names to implement the logic of the game. Also we are waiting for the graphics to begin coding the task. After Volkan Uysal prepared the graphics and the teachers of physics decide the liquids we will be able to implement it. Since these obstacles exist, I decided to do some work related to future tasks and worked on implementing a menu for the game which is assigned to me. Screen shots available below. Also I have corrected the fence that the cows are to be gathered in. It is now 3D and the effect of the cows get into it is simulated. The tip sign, menu sign, new ball texture is added. Also Mehmet added cows' movement at outside the cave and time, with the new scaled background. This task is almost ready to be integrated into the whole project.

