

# Weekly Report

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Term 2, Week 4, 14 May 2009

**Last meeting:** 14 May 2009

**Next meeting:** 21 May 2009

While a basic implementation of the game was completed, there are still several issues relating to the engine which will need to be resolved. These include specifying new types of objectives and implementing a dialogue system. The project website was finally put onto the server and is up and running

## Goals and Work targets

### Goals for this week

- Continue with manual implementation
- Determine alternative methods for creating the game environment
- Continue search for literature

### Goals Achieved

- Very basic game implemented
- Website up and running

### Proposed goals for the next week

- Understand glest map (.gbm) format
- Examine possible methods for automated creation of environment
- Literature Review

## **Learning and Issues**

### **Useful Knowledge Gained**

- Learned about the use of scrips in the game
- Gained knowledge about the use of simple goals and objectives in the game engine

### **Issues encountered**

- Current available objectives are very limited