Weekly Report

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Term 3, Week 1, 30 July 2009

Last meeting: 21 May 2009

Next meeting: 30 July 2009

Unfortunatley project work came to a halt over the past few weeks as I did not have sufficient resources to proceed as hoped. Most efforts have gone into determining how the text will be parsed and some research has been done regarding the Glest map format.

Goals and Work targets

Goals for the past several weeks

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

Goals Achieved

- Literature Review was completed
- Research done on the glest map format
- Devised possible methods for parsing the input text

Proposed goals for the next week

- Select method for parsing text
- Determine final tags which will be used in annotation
- Understand gbm format and create initial map region class

Learning and Issues

Useful Knowledge Gained

- Gained some knowledge relating to rendering of Glest maps

- Gained a better understanding of what is required to parse the input text

Issues encountered

- Need to better understand the gbm format

- Must devise a way of dealing with temporal nature of story