Weekly Report

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Term 3, Week 2, 06 August 2009

Last meeting: 30 July 2009

Next meeting: 06 August 2009

Analysis was done of the map format leading to a format better understand of the actual format and the way in which the game handles it. Implementation of the map generator was started which involved making use of existing functionality found in the glest map editor class. It was decided that regions would be represented as a 'brush' like object much like hieght or surfaces which will allow us to 'paint' regions onto the map. A region class was created and several attributes for the class were defined. These include but are not limited to:

- Height

- Object

- Resource

- Minimum height

- Maximum height

- Jaggy/Noise factor

Some code was added into the map generator for the procedural generation of terrain. We also devised some ideas for the creation of paths which will initially be done using a subdivision method in which midpoints will be offset by a certain amount to make the path curved and bendy. The offset will decrease as the level of subdivision increases. Each path will have the following characteristics:

- A start and end region

- Jaggy/Noise factor

Goals and Work targets

Goals for the past several weeks

- Select method for parsing text

- Determine final tags which will be used in annotation

- Understand gbm format and create initial map region class

Goals Achieved

- Progress Presentation completed

- Devised annotations for map description

- Understood gbm format and created initial map generator with region class

Proposed goals for the next week

- Better define annotations

- Refactor existing map generator code

- Continue with implementation of map generator and paths

- Create predefined map attributes for various different settings (e.g. mountain range)

Learning and Issues

Useful Knowledge Gained

- I know have a much better understanding of the way in which maps are used by the Glest engine.

- I have also come to better understand the work which must be done in order to create the map generator.

Issues encountered

- Must devise method for creation of paths

- Exisintg terrain detail oftered by engine is slighlty limited