

# Weekly Report

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Term 3, Week 3, 13 August 2009

**Last meeting:** 06 August 2009

**Next meeting:** 13 August 2009

I began working on the parser by playing with xerces and looking at the way in which it is used by the Glest engine. Along with this I have made several presets for regions including a mountain range and lake. Paths have now been implemented and are created by brushing the path at midpoints obtained from simple subdivision. These midpoints are then offset by a jaggy factor to add some realism to the path. The amount by which a midpoint can be offset is proportional to the level of recursion so that we can differentiate between large deviations in the path and the finer details. Each path will have the following properties:

- x and y coordinates for the start position
- x and y coordinates for the end position
- width
- jaggy
- surface

We also looked at simplifying the game structure to understand what files will need to be generated by the parser. The two major elements we will need to generate are the scenario and tech-tree. Along with this we defined several annotations which will be used in generating the required files. Examples of these are:

- `<faction value="goodguys"/>`
- `<region value="hobbiton"/>`
- `<character name="Bilbo" faction ="goodguys" />`
- `<path from = "hobbiton" to ="trollclearing" />`

## Goals and Work targets

### Goals for the past several weeks

- 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)

### Goals Achieved

- Defined several annotation
- Refactored map generator code
- Completed implementation of paths
- Created several map presets

### Proposed goals for the next week

- Further refactor map generation code
- Modify paths to include start and end regions as opposed to x and y coordinates
- Continue with implementation of the parser

## Learning and Issues

### Useful Knowledge Gained

- Much insight was gained into the structure of scenarios and techs
- Learned more about how the game creates and modifies maps

### Issues encountered

- The structure of the scenarios, techs and their xml files are not very flexible. This will probably lead to necessary modification of the source code.