

Weekly Report

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Term 3, Week 5, 27 August 2009

Last meeting: 20 August 2009

Next meeting: 27 August 2009

We created a game generator to generate all the files needed to create a game excluding the map. This was done in a python script which read the values from an the annotations which are placed in an xml file. The following files and directories are created by the generator to be put in the glest data directory:

- /Scenarios
 - /[ScenarioName]/[ScenarioName].xml
- /techs
 - /[CharacterTreeName]/Factions/[FactionName]/music/...
 - /[CharacterTreeName]/Factions/[FactionName]/upgrades/...
 - /[CharacterTreeName]/Factions/[FactionName]/units/[CharacterName]/images/...
 - /[CharacterTreeName]/Factions/[FactionName]/units/[CharacterName]/models/...
 - /[CharacterTreeName]/Factions/[FactionName]/units/[CharacterName]/[CharacterName].xml
 - /[CharacterTreeName]/Factions/[FactionName]/[FactionName].xml
 - /[CharacterTreeName]/Resources/...
 - /[CharacterTreeName].xml

Folders which are followed by '...' in the above tree indicate those directories which will automatically be populated with default resources such as images, sounds and 3D models.

Goals and Work targets

Goals for the past week

- Refactor image annotator code
- Modify paths to include start and end regions as opposed to x and y coordinates
- Create the parser to call map generator with xml definitions of region

Goals Achieved

- Created the parser to generate maps from values found in an xml file
- Created the game generator to generate the directories mentioned above

Proposed goals for the next week

- Modify Image Annotator to allow users to specify values other than x, y coordinates and the radius such as the surface and object.
- Write script to call both the map and game generators on a single xml-file.
- Modify paths to include start and end regions as opposed to x and y coordinates.

Learning and Issues

Useful Knowledge Gained

- Can now generate files and folders using a python script

Issues encountered

- Default resources are used for images, sounds and models and are not specific to the story by any means.