

Weekly Report

Ross Berkland

Week 13, 26 March 2009

Summary of activities since last meeting

Last meeting: 19 March 2009

Next meeting: 26 March 2009

Goals and Work targets

Goals for this week

- Devise method for finding relevant object and player models.
- Work on constraint types and constraint system concepts.
- Clarify various system rules.
- Determine if/how the constraint system will be affected by the glest engine.

Goals Achieved

- Determined initial method for finding models
- Defined final possible options for constraint system
- Generated ideas for overall system structure
- Defined final options for system rules

Proposed goals for next week

- Implement simple model extraction
- Define simple structure for linking blender and glest
- Possibly export model to glest map
- Finalise method for map generation

Learning and Issues

- Much thought went into excluding constraints from the system.
- Possible alternatives to using constraints were considered. The most promising being that of simply extracting objects, models, places and dialogue from the text and providing possible alternatives for incorporating these into the game.
- Another idea which i have come up with is that of a stateful game environment in which the game world will consist of a fixed number of objects. These objects will then represent attributes of the game world which will have different values at various states.

Research

- Most useful paper of the week:
 - *A Documental Approach to Adventure Game Development* [?]

References