

Weekly Report

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Week 14, 02 April 2009

Last meeting: 26 March 2009

Next meeting: 02 April 2009

Summary of activities since last meeting

Most efforts were directed at better understanding the game engine and the files and models which it uses. This included looking at the process of importing glest models to blender and exporting blender models to the xml-representation which glest models are based on. Some effort went into better defining the structure which the final game might take. This involved reading several papers discussing narratives and stories in games as well as the structures that accompany them.

Goals and Work targets

Goals for this week

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

Goals Achieved

- Researched the games use of xml files
- Examined the glest model filetype (g3d)
- Found and tested a script for import g3d files into blender
- Found and tested a script for exporting blender files to an xml-representation
- Found and tested a converter for converting the above-mentioned xml models to g3d

Proposed goals for the next two weeks

- Continue with implementation of basic game
- Better define the content management methods to be used

Learning and Issues

Useful Knowledge Gained

- I have acquired a much better understanding of the engine used by glest
- Coming to understand how the system makes use of xml documents to define objects has helped in planning how the system will be implemented
- Better understood the use of narratives and stateful structures in games

Issues encountered

- Usage of the game engine to develop entirely new projects will require much more attention
- Methods for compiling the engine will need to be defined

Research

- Most useful book of the week:
 - *Core Techniques and Algorithms in Game Programming*[?]

References