Weekly Report

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Term 2, Week 1, 23 April 2009

Last meeting: 02 April 2009

Next meeting: 23 April 2009

Many problems were encoutered over the past 2 weeks pertaining to unavailable resources. While compilation of the Glest source was succesful on windows i did not have access to the data files. Efforts were therfore diverted to webpage development and thinking about the structure of the content management system. Once access to a linux machine was possible again i encoutered problems with compilation due to the lack of presence of an xml parser.

Goals and Work targets

Goals for this week

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

Goals Achieved

- Worked on website
- Detailed possible content management layouts
- Worked on compilation
- Examined source code

Proposed goals for the next two weeks

- Get compilation working completely
- Continue with implementation of basic game
- Get website up and running

Learning and Issues

Useful Knowledge Gained

- Learned about the compilation of Glest source

- Better understood the file structure which the Glest engine uses

- Learned the basics of CSS

Issues encountered

- The source code would not compile due to missing software, and xml parser by the name of Xerces

- Had issues installing Xerces

Research

- Most useful book of the week:

    - *Learning XNA 3.0* by Aaron Reed