

Weekly Report

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Term 2, Week 2, 30 April 2009

Last meeting: 23 April 2009

Next meeting: 30 April 2009

The packages required for compilation were finally installed. Unfortunately this led so further errors leading me to beleive that installation was not carried out correctly.

Goals and Work targets

Goals for this week

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

Goals Achieved

- Worked on website
- Further examined import and export scripts for models
- Installed packaged necessary for compilation

Proposed goals for the next two weeks

- Continue with implementation of basic game
- Complete website
- Find literature for review

Learning and Issues

Useful Knowledge Gained

- Learned about several aspects of the linux environment which will be useful in future
- Gained an understanding of the data structures and objects used in the glest engine

Issues encountered

- The jam command did not execute fully meaning that there was no subsequent executable files needed to run glest