

# Weekly Report

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Term 2, Week 3, 08 May 2009

**Last meeting:** 30 April 2009

**Next meeting:** 08 May 2009

Compilation of the glest source code was finally complete. This resulting in a the creation of a binary which, when linked to the data files, will run the game corretly. Several problems were encoutered at first such as the game freezing and unplayably low framerates. However, these seem to have been fixed by running the game in a lower resolution and with scalled down graphics. I was able to play with the code resulting in the creation of new maps and units and the modification of the gui and tech trees.

## Goals and Work targets

### Goals for this week

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

### Goals Achieved

- Succesfully compiled the Glest source
- Sarted manual implementation of a basic game
- Worked on website
- Began searching for literature

### **Proposed goals for the next two weeks**

- Continue with manual implementation
- Ideas for automatic implementation
- Working website
- Continue with search for literature

## **Learning and Issues**

### **Useful Knowledge Gained**

- Obtained a far better understanding of the source code used in glest
- Learned about the various data types used in the game such as tech trees, units and class managers

### **Issues encountered**

- The game tended to freeze and crash occasionally. This is most likely attributed to the graphical settings.
- The .gbm extension used by Glest for its maps is not used elsewhere. Automatic generation of these maps will need a new solution.