

# Weekly Report

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Term 2, Week 4, 13 May 2009

**Last meeting:** 08 May 2009

**Next meeting:** 13 May 2009

I continued with the implementation of the basic game and but encountered several problems relating to compatability. I then began to use a newer version of the engine which seemed more stable. Unfortunately the file-naming conventions have changed from previous version which required me to download the newer data files. The system seems slightly more stable and implementation will continue as planned

## Goals and Work targets

### Goals for this week

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

### Goals Achieved

- Progressed in the manual implementation of the game
- Retreived newer data files
- Found several papers on automated game development

### **Proposed goals for the next week**

- Continue with manual implementation
- Determine alternative methods for creating the game environment
- Continue search for literature

### **Learning and Issues**

#### **Useful Knowledge Gained**

- Learned how to use scenarios which should make implementation a bit easier
- Discovered several functions of the engine which were not apparent before thanks to tutorials in the new version

#### **Issues encountered**

- The game is quite unstable on my current machine
- Dialogue not used in the engine