Work Log

10-20th November OGRE Tutorials

Completion of basic tutorials

10th-12th November. Over the past two days i have completed the basic tutorials for OGRE using the tutorial framework I had fairly few problems though i disliked the camera code i found it rather fiddly.

Completion of intermediate tutorials

12th -16th

Completion of in depth tutorials

16th-20th - Postponed

20th-26th November Ideas and Design Document

I have spent this time deciding on what idea to run with for my game. I have gone through a lot of ideas from tunnel shooter to First person shooter. In the end i decided to create a dungeon crawler and try to put a unique spin on it. I created a design document from the Baldwin template to solidify my ideas and try to plan how i am going to develop my game.

26th-28th November UML class diagram

I set up my basic class diagram to show the classes i think i will need to get the game working, the Diagram shows the working of the parts that are separate from the OGRE framework, Some of the classes will have a link to the framework. For example the enemies and stash will have a link to the framework for rendering purposes. i still need to decide on how to implement the various maps i plan on adding into the game.

28th till present. Setup of basic classes

I have been setting up the classes for the inner workings of the game, some of the classes are not fully implemented yet because i will need to plug them into OGRE first but the core algorithms and generators for items are completed and working with dummy c-out calls.