



INTERNSHIP UNIVERSITY OF TILBURG 2015-2016



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UNIVERSITY OF TILBURG

Internship University of Tilburg 2015

Assignment:

The university of Tilburg has opened their DAF augmented reality lab this year. For this lab there is the necessity of games that still need to be developed. The development of one of these games will be done by Justin van den Anker, Wouter Volders, Hidde Bolijn and Martijn de Lange. The game has to be focused on teaching people the power of working together closely, which means the game needs to have multiplayer aspects. The game will be built using the domain specific language Casanova, which is currently still under development and lacks the ability to program multiplayer games. So besides building a multiplayer game for the augmented reality lab the Meta Compiler will have to be expanded to support multiplayer programming. This is the main task that belongs to Justin, he will be working on the multiplayer programming environment while the others work on building the game. The internship will run for half a year and at the end of that half year there will have to be a functioning multiplayer game that can run on the environment in the augmented reality lab.

Schedule:

The working environment does not allow for a standard schedule, the lab will be used by other people as well. This in turn means that the students will not have the lab available at all time and will have to be very precious with the time that they spend working in the lab. The developing of the game and multiplayer environment will mostly be done remotely under the supervision of dr. Maggiore, Mr. Di Giacomo and Mr. Abaddi. The moments that the lab is available however, will be spent at the university testing and debugging the progress that has been made.

Personal Goals:

During the internship, keeping up with the documentation is a goal I will focus on. There are countless examples of people who forget to maintain their documentation during their internship, drowning in overdue paperwork at the end. Keeping track of what we have done and putting it on paper will ensure a smooth closure of the internship.

Another goal is online collaboration. We are a group of 4 programmers, working with various programs and creating lots of files. If that isn't managed neatly, it will turn into a mess. My goal is to have the latest version of every mandatory file uploaded on GitHub. This shows daily progress, allows full cohesion between the group and prevents missing files, in the case of emergencies.