

Report Summary for the Months of February – April 2012

Bug Fixes

- Fix player movement processing bug
- Fix object count bug
- Fix player gear orientation change bug
- Fix object processing bug
- Fix bug resulting from uncalculated client player elevation
- Fix player processing bug
- Fix player gear orientation bug
- Fix object generation bug
- Fix wisp orientation bug
- Fix camera zoom bug
- Correct incoming transaction queue processing logic error

Graphical Improvements

- Create player guts (<http://www.youtube.com/watch?v=Dzc3uUSX4FY&feature=context&context=C4831b19VDvjVQa1PpcFPJ629fX3x05Pt-VmYUxYb6jaVCKNgUzbo=>)
- Create initial faux 3D player skin
- Interpolate camera's orientation
- Prevent rapid texture changes in player skin (<http://www.youtube.com/watch?v=TyJA1QJwcO8&feature=plcp&context=C4831b19VDvjVQa1PpcFPJ629fX3x05Pt-VmYUxYb6jaVCKNgUzbo%3D>)
- Add shadows to player skins
- Create Animation structure
- Modify soil sub layer textures
- Create new vegetation sub layer texture
- Include vertical offset in object definition
- Create ledger object images
- Create player unconscious/deceased images
- Revise player skin and shadow positioning
- Revise client and server initialization debug output for greater readability and clarity

Gameplay Improvements

- Detach client player orientation from camera orientation and implement Zelda-style play control (<http://www.youtube.com/watch?v=pTWNJA4-aqk&feature=plcp&context=C4ffe88cVDvjVQa1PpcFPJ629fX3x05CIAveKB6tT6-Kl0C688lBI%3D>)
- Implement basic collision detection for players and objects
- Implement initial states of consciousness and player healing

Implement initial artificial intelligence (http://www.youtube.com/watch?list=UUHQbKaEnzWPXWD_1NrQol_w&feature=player_detailpage&v=UxrBsb-Ijaw)

Implement initial vegetation tile maintenance (<http://www.youtube.com/watch?v=XiobnZ9Um2s&feature=plcp&context=C4b71e69VDvjVQa1PpcFPJ629fX3x05AQAPHk47VoEgxknUUquvkM%3D>)

Networking Improvements

- Implement true outgoing transaction queue and re-purpose existing as an outgoing transaction history

- Create control variables for network features

- Double the size of transaction queue ID

- Enable “immediate processing” of some incoming transactions

General Improvements

- Implement debug log file for client and server

- Rework network transaction processing to facilitate batch sends of like transaction types

- Move and rename some procedures

- Include height in object definition

- Improve player cell traversal update efficiency

- Maintain players' elevations server-side

- Move digging/excavation procedures from the client to the server (persistence)