

April 14, 2006 WEEKLY REPORT

Çağlar ATA

This week, I solved save/load issues in Game Editor. I bind the file dialog user interface with save/load option. I updated the layout of user interface.

Aysun BAŞÇETİNÇELİK

I could not work much this week, I tried to look at the camera properties and tried to add different views.

Cemal Acar ERKEK

This week, mostly I have worked on FileManager class. I solved tar archiving issue in windows. In addition, I assisted Çaglar in save/load issue.

Mennan GÜDER

I looked at adding message and sound to the demo.

• Çağıl ÖZTÜRK

I tried to add message property to the project. Also I tried to record sound and play it then.