Bahadır Özdemir:

- Double cursor problem was solved
- Audio manager completed except capturing.
- Collected Audio data.
- Worked on synchronization, graphics thread was made isolated. New listener classes were written.
- Network manager was improved.

Next week:

- Coding of capturing and sending audio packet to network.
- Object-audio relation will be completed.

Duygu Atilgan

This week:

- I have implemented the audio component so that each object owns a unique sound and plays it
- I have generalized some of the code in the previous demo related to sending object's data and moving the objects on a previously defined path.

Aslı Özal:

- Worked on paths for vehicle transport in dormitories area.
- Dealt with problems of facilitator Gui.
- Sketched new Guis for lastly added features.

Next week:

- Screen for facilitator will be implemented.
- Gui management problems will be solved.

Nilgün Dağ:

- Texture mapping continued.
- Worked on setting materials of buildings at run time to increase damage of buildings at run time.
- Loading overlay added.
- Worked on facilitator in game screen.

Next Week

- Facilitator in game screen will be completed.
- Firefighter, Search & Rescue and injured people will be modeled.