Nigün Dağ:
- Worked on modeling of Mall area.
- Worked on people models in the dormitories area.

In one week:
- Continue modelling of the Mall and the Presidency area.

Duygu Atılgan:
- Server and client synchronization. Handling the network packets at the receiver related to game logic.
- Game logic implementation of medical.

In one week:
- Network packets related to medical will be implemented.

Aslı Özal:
- Implemented the gui for property setting of people in the area.
- Fixed some bugs related to create environment gui.
- Implemented an audio overlay for current communications.

In one week:
- Search and rescui guis will be implemented.
- Bugs of guis and the flow of guis will be fixed.

Bahadır Özdemir:
- Implementation of audio module.

In one week:
- Network bugs and audio bugs will be fixed.
- Communication between several players will be implemented.