Nilgun Dağ:

- Living schedule updated.
- Dormitory area is modeled in 3dmax.

  Next Week:

- Modeling will be continued.

Duygu Atılgan:

- Input Event Handler implementation continued.
- Object system integration with the code has been done.

  Next Week:

- Input handling will be continued.

Aslı Özal:

- GUI elements are created with CEGUI Imageset Editor and CEGUI Layout Editor.
- Sample scene is created with 3DS Max using Gribble plug-in.

  Next Week:

- Integration of GUI Manager and GUI to Graphics Manager.
- Help modeling of other areas.

Bahadır Özdemir:

- Worked on Network Manager.
- Bugs of Network manager are fixed.

  Next Week:

- Resource management issues will be completed.
- Implementation of Audio Manager will start.