Bahadır Özdemir
- Made changes in Input Manager, Graphics Manager.
- Game manager created.
- Synchronization problem solved.
- Coding of listener classes for game logic.
- Test on Network manager. Successfully in connecting, sending and receiving messages; however, the contents of messages are not corrected. I tried to fix them.
- Work for fixing mouse cursor bug.
- Unnecessary dependencies removed from project.

Next week:
- Bugs in network manager will be fixed
- GUI manager and network manager will be connected and players will chat.
- Coding of configuration manager and maybe audio manager will be started.

Nilgun Dağ:
- texturing of dormitories’ area is completed.
- 3d object picking is implemented.

Next week:
- Resource loading/unloading will be implemented
- Another area will be modeled

Aslı Özal:
- Sample Guis for creating environment & joining to network are implemented
- modeling fire in some buildings are done
- Gui keyboard events are implemented

Next week:
- All Guis will be finished
- Problem with double mouse will be solved

Duygu Atilgan
- I have integrated the entities in the map with the objects in the runtime.

- I have worked on the network code.

Next Week:

- I will continue to work on game objects and game logic.