Nilgün Dağ:

- Bug in 3d object picking fixed.
- Resource loading/unloading while teleporting from one area to another is implemented.
- Displaying information of the selected object with an overlay is implemented.

Next week:

- Engineering area will be modeled.

Bahadir Özdemir:

- Coding of configuration manager.
- Bugs in network manager, message system and graphics system fixed again.
- Worked on correcting double mouse problem, however it has not been fixed yet.

Next week:

- Coding of audio manager

Duygu Atilgan:

- I have tested and fixed code related with network, game logic and input handling.

Next week:

- I will continue to implement the game logic.

Aslı Özal:

- Continued on GUI implementation.
- Wrote several fire files for each building and each fire strength.

Next Week:

- GUIs will be modified according to requests of other members.
- Some people models will be found.