Aslı Özal:

- Worked on GUI for environment creation and setting properties of buildings in each region.
- Worked on in-game GUIs; firefighter resource GUI is implemented both with CEGUI and OGRE overlay. A decision between two opportunities will be made.
- Found some people models like doctor and injured people.

Next week:

- In-game GUIs will be implemented for all players.
- Some issues with models will be handled.

Bahadır Özdemir:

- Worked on synchronization problems that stem from multithreading.
- Coding of audio manager.
- Tried to solve problems with double cursors.
- Helped with the design of GUIs so that necessary fields are good organized.

Next week:

- Continue coding of audio manager.

Duygu Atılgan:

- Implementation of time components of the objects.
- Implementation of medical and firefighter resources.

Next week:

- Game logic will be combined with user interface.

Nilgün Dağ:

- Engineering, MM Building and Cafeteria area modelled except texture mapping.

Next week:

- Modelling will continue.
- Collision detection will be implemented.