This week I have looked irrlicht 3d game engine. It is not a full featured game engine like panda3d; no sound, network, AI, physics libraries. But it supports many texture and mesh format directly (without convert) which makes us very comfortable to find variety models, maps and textures. And it gives us an important feature: fps camera. I have loaded some quake models and maps and animated them on irrlicht successfully. I will start to look documentations and supported libraries on irrlich.

Member Name: Gürkan Solmaz

I made research for Panda3D, including maps, animation features, shaders, performance monitoring feature and some surface simulations (like water simulation). Moreover, I examined some example source codes for Panda3D.

Member Name: Erkan Acun

He were working on network side of our project: client-server architectures, protocols ...