River Chick:

* Modelled All Geometry
* Created and textured Door and door frame Props
* Created and textured Wide Door and Frame Props
* Created and textured Armoury Door Prop
* Props Modelled
  + Light Fitting
  + Space Helmet
  + Three Boxes
  + Three Tables
  + Camera
  + Door Panel
  + Sofa
  + Chair
* Props Textured
  + Chair
  + Sofa
  + Door Panel
  + Three Tables
  + Three Boxes
  + Space Helmet

Alex Polley:

* Textured and Exported all Geometry
* Created Blueprints for Door, armoury door and Wide Door to open
* Props Modelled
  + Storage Box
  + Canister
* Props Textured
  + Camera
  + Storage Box
  + Canister
  + Light Fitting
* Laid out props in East and South Sections (Purple and Yellow Sections)

Michael Curtis:

* Applied Collisions to all Geometry
* Constructed Level in Unreal with Geometry
* Applied Collisions to the Props
* Applied Collisions to the doors
* Applied Lighting to the Level
* Added Spawn Points, Weapon pickups and Jump Pads
* Laid out props in Central room, Armoury and North Room (Red, Orange and Blue Sections)