River Chick:

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

Alex Polley:

* Textured and Exported all Geometry
* Created Blueprints for Door and Wide Doors

Michael Curtis:

* Applied Collisions to all the Geometry
* Applied Collisions to the Props
* Applied Lighting to the Level
* Added Spawn Points, Weapon pickups and Jump Pads
* Added Armoury Door Blueprint