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| Name | Load | Bonus Load |
| Mostafa Ahmed | * Function to add killed unit to KILLED LIST * Earth units attack Alien units * Alien units attack Earth Units * AM attack ES * AM attack ET * ES attack AS * Update the randgen to generate HU and adds it to HL * Healed units from temp to UML * Print o/p screen as required | * AM infects ES * infected ES attacks ES * Infection Spread * Healing inf. ES * Immunity |
| Mostafa Hasan | * ET attack AM * ET attack AS * AD attack EG * AD attack ET * Kill the HU * Generate the output file and support silent mode * Main Simulation Function in class Game | * Update the output file |
| Ammar Yaser | * EG attack AD * EG attack AM * AS attack ES * Kill units in UML after 10 timesteps * Heal soldiers * Heal tanks * Prepare 6 non- trivial input files with their outputs | * update print screen * Gen SU , store * SU attack * SU withdrawal |