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First Milestone
Update: November 29, 2022

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Our group is currently behind on our proposed project timeline because of each of our travel plans during Thanksgiving break. That caused a bit of an issue on being able to work on the programming and design of our game because of a lack of access to our computers. So far, our group created the screen and the dimensions of it. We also started developing the player and enemy classes as well as the start and end screen of *shooter!* We also found images to use for the background and the street for the player and enemy to move on. Some issues that we have found while working on the project have been learning how to merge files on our GitHub Repository and figuring out how to resolve merge conflicts. We plan on continuing to work on the program for the next two weeks in order to get caught up with our planned schedule in order to finish the game on time.