Plan: (For the Discovery milestone submission, 3-5 sentences explaining how your team plans to work together, distribute work, and split up milestones. If you are using a specific version control method, please mention that as well.)

(In subsequent milestone submissions, please add bullet point updates on each team member’s contributions and 1-2 sentences reflecting on your experience working as a team so far, including whether or not there were any changes to your initial plans.)

Our team is going to create a gunplay game with different levels. We decide to allocate work to each member and do our work simultaneously. Each of the team members is responsible for one part of our game. One person makes the levels and maps, one member establishes the player's control, one person makes the equipment and properties, and the last two create the enemies

11.22: Our team has finished the alpha of our game recently. The work we have done so far: Haowen Lin created the weapons parts, Canyu Li created the UI part, Wentao Li created the player part, Jiaheng Zeng created the maps part, and Yanzhen Chen created the enemy part. We all did our own part and combined them successfully. Our team collaborates well, and the progress of our game is excellent

12.11 Our team has finished the project. We updated our different parts and combined them successfully. Haowen Lin created more weapons, Canyu Li made UI more complete, Jiaheng Zeng made the maps more complex, Wentao Li updated our character, and Yanzhenn created new enemies and updated all enemies. The collaboration of our group is efficient, we work together successfully.