

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.)

Initial idea: each team member will be responsible for designing one floor of the building, encompassing various aspects such as level layout, specific puzzles/mechanics, etc. We will work together to ensure the mechanics stay consistent throughout the game, and will use Git for version control.

(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.)

- Alex
  - Completed most of level 1 layout and basic interaction framework
  - Coded sentry behaviors
- Joshua
  - Worked mainly on UI stuff like menus and instructions
  - Added some modifications to levels in terms of aesthetics.
- Mei
  - Add some pazza and furnitures in level1
  - key to unlock door. Password and security. EMT and drinks.
- Marvin
  - Completed all of level 2 layout
  - Designed and implemented light color puzzle
  - Populated level 2 with instances of puzzles, lighting, enemies

Experience and plan changes:

Working with the team was mostly fine, though we did have some delays in implementation of certain game functions which resulted in making less levels than originally intended.