

Until March 7th, we discussed and researched the overall project plan and its various sections.

Subsequently, we divided the project into the following components:

- Kian Janbozorgi: Implementation of items classes.
- Asa Bayat: Implementation of characters, player and zombie enemy classes.
- Mohsen Zekavat: Implementation of weapons classes.
- Sima Kazemi: Implementation of human enemy class.

So far, we haven't had any issues.