

*The second sprint backlog: a complete list of the functionality you will complete during your second sprint, and how that work is allocated among your team members.*

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This time we plan to improve our performance of maze because it is the base of other implementation. We will implement collision detection so players can't cross maze walls and generated maze representation as a 2D array. After that, we will implement picking HP from the ground.

Another important thing is finishing the matchmaking process.

1. Finish the matchmaking process. (MinSun)
2. Improve the performance of maze. Players can not go through the wall. And produce an array of the maze position. (Jiangtian)
3. Picking HP from the ground. (Maverick)