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 up HPs and bullets from the ground. Another important thing is to finish the matchmaking process.

1. Finish the matchmaking process. Design and implement the overall logic throughout the game - when the game should start, when it should finish, which team has won the game and more. (MinSun)
2. Improve the performance of maze. Players cannot go through the wall. And produce an array of the maze position. (Jiangtian)
3. Implement picking up HPs and bullets from the ground. Randomly place the items throughout the maze. (Maverick)