Plan:

Our primary communication platform will be Discord, which facilitates not only group meetings via voice channels but also enables document sharing and discussions on game design ideas. The project workload is segmented into two main areas: game design and game programming, while all team members will contribute to programming to some degree. For version control, we'll be utilizing GitHub. For milestone management, we have assigned a lead for each significant phase of the project, aligning with the rubric schedule. These leaders will act as group coordinators, ensuring that the team remains on track and that milestones are met efficiently and effectively.

* Communication: Discord Channel
* Version Control: GitHub
* Distribute work:
  + Game Design: Qirun, Yuxuan
  + Game Programming: Yulie, Mingyi, Jinyu
* Milestone:
  + Discovery: All team members
  + Mid-Project Meeting: All team members
  + Alpha: All team members
  + Final Submission: All team members

Along with the distribute work, we would like to specify which system parts will be managed by which group member.

* Qirun: Traversal and Inventory
* Jinyu: Cooking
* Yulie: Customers and Reward System
* Mingyi: Serve Customer
* Yuxuan: UI