PROTOTYPE JUSTIFICATION
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Statement and justification of choice of prototype:

Team decided on a horizontal evolutionary prototype. At this stage in the project timeline where 2 team members need to invest more time in learning and understanding our chosen platform (Visual Studio with .NET framework) we decided a horizontal prototype is more achievable and would be a good way for all team members to (re)familiarize themselves with the software as well as discuss and exhaust possible design limitations before getting into the more complicated internal functions. We chose evolutionary as with the use of Winforms we have a good base to build our system upon, we are more just "filling" up the system rather than using the prototype as a guideline and starting from scratch afterwards (like throw-away prototypes). Time is a scarce resource as Team Members have other commitments during the project timeline and evolution would make better use of it. Team also encountered difficulties using Live Share to work collaboratively on Visual Studio but with the forms already somewhat set as the screens we need to manipulate and handle, it is easier to section off work.

We have a much clearer idea of the UI design than how we plan to build the games and for the sake of presenting a prototype by the given deadline - horizontal prototyping was the most feasible. We attempted to implement most things agreed upon in the use case narratives and thus it's not sensible to discard working software, we will rather build upon this during the project timeline.