DOD / 2nd SPRINT GOALS:

GAME SCREEN IS DESIGNED, WHICH REFERS TO:

1. 3D part - background game objects (i.e. decorative) + game board in isometric view + object models for game elements done in Blender or Maya (i.e. cities, settlements)
2. 2D part - players' details (username, picture, points, cards number) + game chat (with mock ups) + trading pop ups + cards models

OTHERS:

1. Team is documented regarding modeling in Blender/Maya and can export/import/use models in Unity
2. Team is documented regarding how to create 3D scenes in Unity
3. Team is documented regarding these scenes' interaction with the user

ACCEPTANCE CRITERIA:

1. Models meet the backend module components' structure
2. Comments in code are valid and useful for the backend team
3. New features are documented, release notes are updated
4. Product owner checked the models and approved
5. Scripts can be integrated with backend's game logic