

DOD / 1ST SPRINT GOALS:

FIRST COMPONENT - LOG IN (2D) - IS FULLY DESIGNED, WHICH REFERS TO:

1. loading game (after running the .exe) screen/animation
2. login/create account screen (+ options for Facebook/Google login) with credentials blocks
3. pop ups for login and account registration (login failed, password recovery option, create account)

SECOND COMPONENT - MAIN SCREEN (2D) - IS FULLY DESIGNED, WHICH REFERS TO:

1. home screen with the main menu (create lobby, start tutorial, settings)
2. loading screens for each of the above

THIRD COMPONENT - CREATE LOBBY OPTION (2D) CONTAINS THE FOLLOWING:

1. dynamic screen design (with *play game* button which, on click, generates a static, mock, match screen) - tested and passed with mockups

ARCHITECTURE FEATURES:

2. UML and C4 diagrams validated by the product owner and the backend module
3. Architecture model established and checked with the product owner
4. Product backlog specific to the frontend module designed and validated for the whole project

MODELS FEATURES:

1. Provided graphical models for the classes specific to the 3 described components
2. Generated mockup scripts for each model - which will be parsed to the backend module in order to be adapted to the application
3. Uploaded the scripts on git
4. Created a documentation part for all the models (how-to for the scripts)

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