DUE: 4TH APRIL

Sprint 1 Deliverables (20% of final unit mark)
 All tasks are mandatory.

1. Team Information and Technology Prototypes

Document the following pieces of information related to your team:

- ☑ ~~**Team Name and Team Photo**~~
  ~~Come up with a professional team name. The name of the team in Moodle~~
  ~~(formatted as) is not acceptable, but provide a mapping to your Moodle team name.~~
  ~~The team photo must not be edited/photoshopped. All team members must be~~
  ~~physically present when taking the photo. Zoom photos will not be accepted.~~
- ☑ ~~**Team Membership**~~
  ~~Document basic information for each team member (e.g., name and contact details).~~
  ~~List the team lead responsible for organizing and coordinating (this can change per~~
  ~~sprint).~~
  ~~List each member's technical and professional strengths.~~
  ~~Each member should provide a fun fact about themselves that not many people~~
  ~~know.~~
- ☑ ~~**Team Schedule**~~
  ~~Document your team's regular meeting schedule and work schedule.~~
  ~~Document how the workload will be distributed and managed within your team.~~
- ☑ ~~**Technology Stack and Justification**~~
  ~~Document the programming language chosen and how it maps to the team's~~
  ~~expertise. Identify members who may need teaching team support.~~
  ~~Justify the final choice of the programming language.~~
  ~~Perform basic prototyping to ensure all members can use the language and create~~
  ~~an executable that runs on another computer without the team's setup.~~
  ~~Ensure that each member's prototype is available in the Git repository in a sub-folder~~
  ~~'prototypes', with each member creating their own sub-folder containing code and~~
  ~~executable creation instructions.~~

2. User Stories

- ☐ Submit a list of 20-25 user stories covering both basic Santorini gameplay and initial
  extension ideas.
   Ensure the majority of user stories focus on the basic prototype requirements.
   Cover multiple stakeholders using the provided user story template.
   Illustrate how each user story meets the INVEST criteria.

  Each person make 6 user stories include stakeholder when possible, remember
  INVEST,

3. Domain Model

☐ Design and draw a domain model covering both the basic Santorini gameplay and the selected extensions.
   Provide justifications for each domain entity and their relationships.
   Document any specific choices made during modeling and the reasoning behind them.
   Explain assumptions made and justify any other parts of the model where necessary.
   Create the domain model using paper and pencil sketches, iterating until the model feels right.
   Upload photographs of all sketches to the Git repository with clear file names.

4. Basic UI Design

☐ Draw low-fidelity (low-fi) prototype sketches of the proposed user interface.
   Include both basic Santorini gameplay and the selected extension.
   Cover key interaction scenarios, such as game setup, worker movement, building construction, jumping, and winning.
   Avoid redundancy by not creating multiple prototypes for the same interaction.
   Ensure drawings are clear, legible, and large enough to understand.
   Use pen and paper or digital drawing tools (pen and paper preferred).

5. Recording Sprint Contributions

☑ ~~Maintain a single contribution log page in the GitLab wiki.~~
   ~~Each team member should document their contributions, including work done, start time and date, time spent, and any relevant notes.~~
   ~~Updates should be made at least once or twice per week.~~
   ~~Each team member must log their own work; no one can update the log on behalf of others.~~
   ~~The contribution log should be clear in showing who has done what and when.~~

Note: If accessibility issues prevent compliance with certain requirements, please discuss with the teaching team.