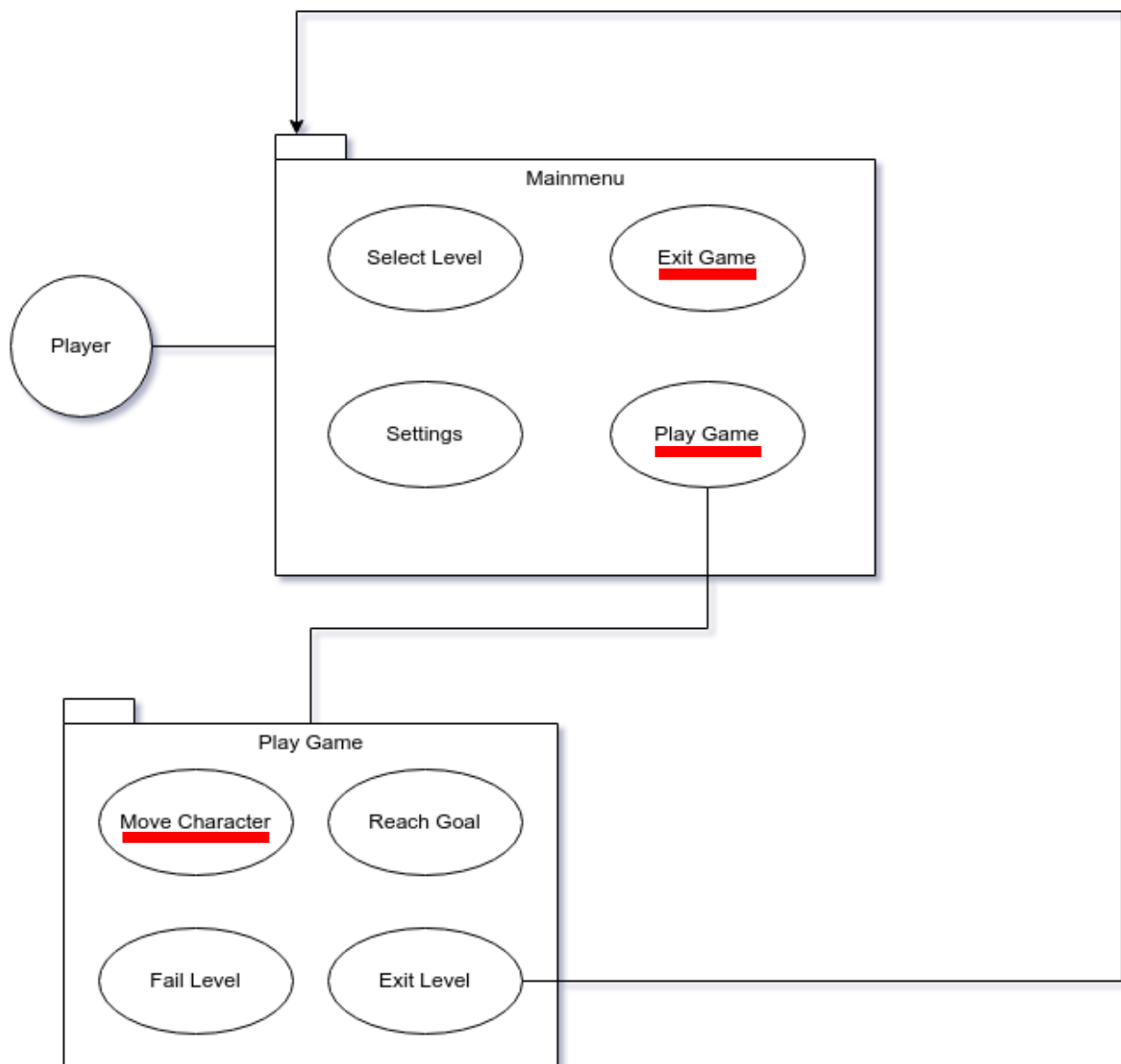


Ultimate Recipe Hunter

Members:

- Miko Heuken: Design, Frontend-Developer
- Timo Huter: Design, Backend-Developer
- Felix Steinhauser: Design, Frontend-Developer, Scrum-Master

	TIMO	FELIX	MIKO
PROJECT MANAGEMENT	20min	40min	20min
ANALYSIS & DESIGN	2h	1h	-
REQUIREMENTS	1h	2h	30min
PROJECT MANAGEMENT	1h 10min	2h 20min	1h 10min
ANALYSIS & DESIGN	15h	10h	-
REQUIREMENTS	1h 30min	7h	2h



Use Case Diagram:

This is our overall use case diagram. The parts that are marked with red underlines are the ones that have been the focus of our development so far. Therefore, these are the ones that are implemented in our demo as of now.

Architecture Style:

Frontend and Backend combined in Godot Engine

- Frontend: Designed primarily for Android, but is usable on Windows
- Backend: Tileset-based architecture makes creating levels easier

Tech Stack:

- Development Tools:
 - IDE: Godot Engine
 - Framework: Godot Engine
 - Language: Godot Language (GDScript)
- Design Tools:
 - Figma
 - Draw.io
- Documentation:
 - GitHub
- Communication:
 - Discord
- Blog:
 - Discord
- Project Management/ Time-tracking:
 - Jira