Deliverable: Playable First Screen of The Legend of Zelda Remake

The output of this deliverable is a fully playable first screen of The Legend of Zelda Remake, with accurate music, character movement, UI, and functional Start and Select buttons. The components involved in this deliverable along with responsible teams include:

- Character Movement
  - Programming Team:
    - Implement movement for Link using the D-pad or analog stick
    - Ensure Link collides when walking into walls
    - Integrate environment, character and animation art accurately.
- Environment & Character Art / Animation
  - Art Team:
    - Environment art complete for the first screen
    - Character art complete for Link and his walking animation.
- Player UI & Menu Integration
  - Design Team:
    - Player UI functional and accurate
      - Map, items, weapons/shield, and life are accurately displayed
    - Design Start menu to display Inventory, Triforce, and player UI accurately.
    - Pause button displays 'PAUSE' on the screen accurately.
- Start and Select Buttons Functionality
  - Programming Team:
    - Start button transitions to the menu, shifting the player UI to the bottom of the screen, and displays the Start menu
    - Implement Select button to pause the game, displaying 'PAUSE' on the screen while freezing the game status in the background where the player paused.
- Overworld Music
  - Sound Team:
    - Implement the overworld music seamlessly looping in the background.
- Game Testing and Quality Assurance
  - QA Team:
    - Test implemented features to ensure playability and functionality
    - Identify and report bugs or issues
    - Collaborate with other teams to address issues and improve the game experience

Controls:
- **D-Pad** (or **Left Analog**): Move Link: Up / Down / Left / Right
- **Start**: Display Menu / Return to Gameplay
- **Select**: Pause Game