## Document any additions/deletions/changes made to your Week #1 and/or #2 Deliverable Reports but do not submit any of these again:

After reviewing the requirements and the feasibility for the given timeline, we are removing the following from MVP. These will be features added to the backlog and revisited at a later sprint:

UC4) Deposit RME currency

UC8) Item-shop transaction

R16) (8) The Idle RPG will have an Inventory that displays the Characters Items

R4) ( 6 ) The Idle RPG will allow the user to change the speed the Auto-Pilot makes decisions

R5) ( 8 ) The Idle RPG will provide a minimal graphical interface within the console

R6) ( 6 ) The Idle RPG will include multiple classes for the player to pick from

R7) ( 7 ) The Idle RPG will have different stats and abilities for each class

R8) ( 8 ) The Idle RPG will have items and consumables to help the player character by increasing stats, healing damage, etc…

R9) ( 6 ) The Idle RPG will have an in-game currency earned by killing monsters

R10) ( 6 ) The Idle RPG will have a real-money exchange (RME) currency in which players can use real-world currency to buy special in-game currency used for purchasing exclusive items and power-ups

R11) ( 6 ) The Idle RPG will have an item shop for spending in-game currencies and RME on various items and power-ups

R15) ( 5 ) The Idle RPG will provide multiple locations for the player character to move to

## Domain Model of MVP/domain:

1. UML Class Diagram:
2. Actor-System Interaction Model of top 3 Use Cases:
3. Sequence Diagram and narrative: