Sprint 1 Artifacts:

1. Set Up GitHub Repository
    1. Create a GitHub for Project 3 and invite collaborators.
2. Set Up Godot
    1. Create empty Godot project to allow programming to start.
3. Integrate Git with Godot
    1. Committed Godot project to Git repository so all programmers will use the same project.
4. Initial Architecture Document
    1. Created the Internstellar Architecture Document to outline the game's structure, systems, and designs
        1. Overview: defined the game as a 2D point-and-click game built with godot. Will contain scenes, puzzles, and bubble dialogues
            1. Point-and-click aspect: detecting objects, triggering interactions (inventory, speech bubbles, minigames)
            2. Map navigation aspect: explain how the player navigates between scenes
            3. Hint system aspect: define logic for detecting incomplete tasks and guiding players using object highlighting or speech bubble hints
            4. Game story: describe the setting, the intern, and the puzzles
5. Make at least 3 Architecture Document Diagrams
    1. Create UML Architecture diagrams for Point and Click Functionality
    2. Create 2 UML Architecture diagrams for Map Navigation
    3. Create UML Architecture diagram for Hint Functionality
6. Sprint 1 Requirements
    1. Outline deliverables for Sprint 1
7. Write the story - go down the intern route
    1. Brainstormed ideas for the game.
    2. Decided on the following idea:
        1. A NASA team has been researching this UFO in space, when one day they are abducted by aliens. On that same day, an intern was supposed to start working for that team. This intern woke up late, and when they show up, they realize their team is gone. The intern realizes that their team is the only one that can stop the world from being taken over by aliens, so this intern must go after their team by solving various puzzles in order to save the human race.
8. Updated Agile Reference Stories spreadsheet
    1. Update the spreadsheet based on the new changes.
9. Updated Requirements Stack spreadsheet

   a. Update the Requirements Stack spreadsheet based on the feedback from sprint 1 submission.

10. Sprint 1: GitHub link for Sprint Release
   a. Submit GitHub link to Canvas for grading
11. Keep Github up to date for sprint 1 submission
   a. Organize GitHub for timeline clarity for final sprint submission.
12. Get familiar with Godot and decide which language to use
   a. Understand Godot specific Python-like language for development.
13. Sprint 2: Updated Requirements Stack spreadsheet
   a. Update spreadsheet for new sprint
14. Sprint 2: Next Sprint Requirements Artifacts
   a. Outline artifacts for new sprint.