

Sprint 4 Artifacts:

1. Final Sprint: Updated Requirements Stack spreadsheet
 - a. Overview: A fully updated GitHub repository link submitted to Canvas with a timestamp close to the final sprint deadline. Clear and consistent commit history showing progress across development areas.
 - b. Tasks:
 - i. Review the repository to ensure all files, commits, and branches are correctly named and structured.
 - ii. Merge any relevant feature branches into the main branch once reviewed and tested.
 - iii. Confirm that all updates are committed with clear commit messages.
 - iv. Re-submit the GitHub repository link on Canvas under the correct “Sprint 4” assignment page before the due date.
2. Keep Github up to date for sprint 4 submission
 - a. Ensure that GitHub is ready to submit by always uploading the latest documents and code. Ensure that GitHub has all sprint 4 deliverables before submission.
3. GitHub link for Final Sprint Release
4. Complete office scene
 - a. Finish building the office scene
 - b. Tasks:
 - i. Add a fully designed office background that matches the game’s visual theme.
 - ii. Add all required characters to the office scene.
 - iii. Create and implement all relevant dialogue sequences.
 - iv. Ensure all dialogue is triggered correctly through interaction.
5. Final Sprint Presentation Video
 - a. Overview: Create a video to describe the project. Include Project Description (≤ 1 minute), Software Demonstration (main focus), Future Plans (≤ 1 minute).
 - b. Tasks:
 - i. Screen record all different possibilities in the game.
 - ii. Do voice overs describing the project, what’s happening in the screen recordings, and future plans.
 - iii. Edit all aspects of the video together.
6. Create Bookshelf Organization Puzzle
 - a. The books on the bookshelf will all be in some sort of order except one row. This will be a clue to click on the shelf. The books on the third row will need to be reordered in order of height to gain the next clue.
 - b. The bookshelf is its own entity so it will be edited without interfering with the lab setup or other puzzles.

7. Complete Opening Scene

- a. Overview: Complete the opening scene to set up the game's setting.
- b. Tasks:
 - i. Add characters to the opening lab scene.
 - ii. Add dialogue to the opening lab scene.
 - iii. Create the entire animation for the scene where the intern wakes up in the morning.