Sprint 3 Artifacts:

1. Sprint 3: GitHub link for Sprint Release
    a. Overview: A fully updated GitHub repository link submitted to Canvas with a timestamp close to the Sprint 3 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 3" assignment page before the due date.
    c. Success when: Repository contains all Sprint 3 deliverables in appropriate folders
2. Keep GitHub up to date for sprint 3 submission
    a. Ensure that GitHub is ready to submit by always uploading the latest documents and code. Ensure that GitHub has all sprint 3 deliverables before submission.
3. Integrate Music and Sound Effects
    a. Add the music Vi developed to the game. Ensure that it plays while playing the game and is not interrupted when going between rooms. Make sure it loops until the game is exited.
4. Outline game design for characters and backgrounds
    a. Finish designing side characters including the non-playable characters (NPCs) in the office portion of the first level.
    b. Design the office room of the first level in which the NPCs will reside and give dialog options in.
5. Draft Presentation Video script and idea
    a. Write and record the presentation video showing off each feature in a clear and efficient manner. This video should exemplify all of the progress that we have made towards InternStellar throughout these 3 sprints.
6. Make a cutscene and add it to the Godot Game
    a. Write, design, edit, and implement the opening cutscene to the game. This cutscene should be the first thing the player experiences after starting the game and clicking play on the title screen. This cutscene will give the player the necessary information, setting up the context for the world they find themself in. It should be clear to the user what next steps are expected of them in order to progress through the level after watching the cutscene.
7. Make Office Level for player to start in after cutscene

    a. After the cutscene, the player will end up in the main offices of NASA's center. In this main office, the player will need to interact with the NPCs to learn more about the current events of the game and to nudge them towards their next moves. This room and its interactions need to be programmed in Godot.
8. Make Book Sorting Puzzle
    a. When inside the lab, the player should be able to interact with the disheveled bookcase in order to trigger a puzzle. In this puzzle, the player will need to sort the books in ascending order according to the visual clues on the spines of the books. This needs to be programmed into the lab.tscn Godot file.
9. Make the Dialog System
    a. Make a system for displaying text to the user based on the object that was interacted with. This system should be scalable to be used with both objects of interest that are used in puzzle solving, and to be used with communicating with NPCs. By making the system scalable, it can provide a consistent interface for users to ensure a cohesive gameplay experience.