# 1.Mapping of Individual Performance

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| **Game Development** | Game Logic & Manager | UI & Navigation | Card & Matching Logic | Assets & Content |
| **Requirements Doc** | Product Vision/ Goals, | Personas, Quantity Structure | User Stories, Use Cases, Use case diagram | Dictionary/Glossary |
| **Architecture Doc** | Functional /Non Functional Reqs, Prioritization | Design principles, interfaces, Design alternatives | System Architecture, Interaction Modelling, decomposition | Cross cutting concerns, style guide |
| **Test Doc** | Test protocol | Test planning, Review | Test Specification like test cases | Improvement Suggestions |
| **Acceptance Doc** | SUT description | Submission of Acceptance report | BZA Provision for acceptance |  |
| **Project Doc** | Lesson Learned | Project Approach/ Lesson Learned | Lesson Learned | Lesson Learned |
| **User Doc** |  | Troubleshooting,  Purpose, scope | System Requirement and installation | User Review |