

Cody Bafus

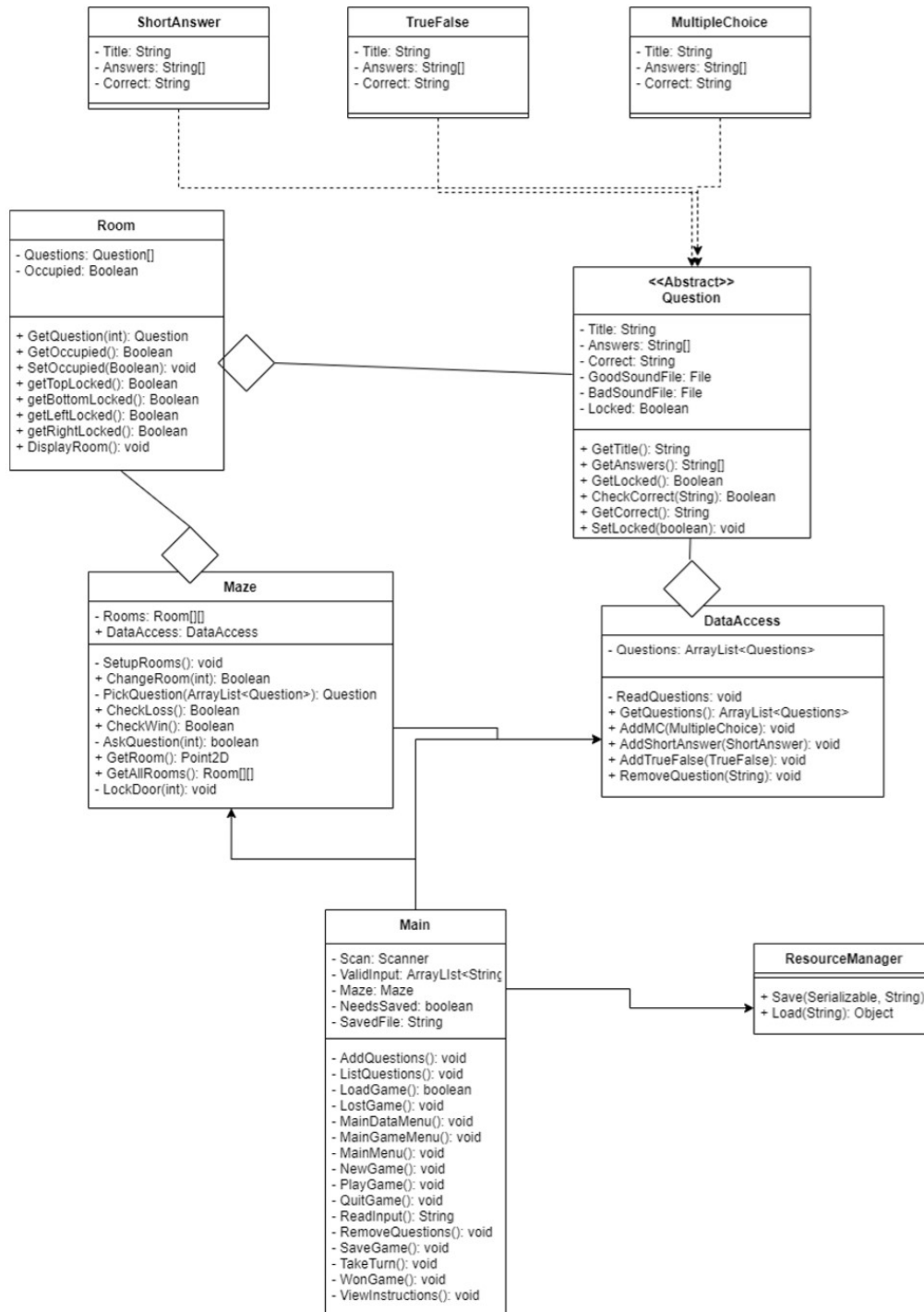
Steven Zuelke

Austin Hall

### Week 3 Deliverables

This week we added a display room method to show what doors are available/locked on the room you are in. Added helper methods within room class to lock the doors on both sides of an incorrectly answered question. There is serialization now. There is a flag to ask the user to save game when quitting if they have not already saved. Added methods in main to start a new/loaded game. Made methods for playing the game, taking a turn, changing rooms, and asking a question. The game is pretty much completed it just needs methods to handle telling the user if they won/loss, and possibly graphics.

UML:



PivotalTracker:

Done

2 points1 • 27 Apr - 3 May

17 points2 • 4 - 10 May

Create SRS Document (ST)

Find mp3 files for (in)correct question answers (ST)

Setup DataAccess Class w/o DB (ST)

SetupRooms Method in Maze (ST)

Create Database (ST)

Create Database Connection From Project (ST)

ReadQuestions from database (ST)

Remove tuples in dataaccess (ST)

AddQuestion Methods (ST)

7 points3 • 11 - 17 May

Database Section of Program in Main (ST)

PickQuestion Method in Room (ST)

CheckWin Method (ST)

CheckLoss Method (probably recursion) (ST)

30 points4 • 18 - 24 May

Fill in the rest of SRS (HA)

MAKE SRS LOOK PRETTY (HA)

Add True/False Questions (CWB)

Add Multiple Choice Questions (CWB)

Add Short Answer Questions (CWB)

Add newGame method (ST)

Add PlayGame method (ST)

Add TakeTurn method (ST)

ChangeRooms method in Maze (ST)

Add AskQuestion method in maze (ST)

Add SaveGame method (HA)

Add LoadGame method (HA)

Add QuitGame method (HA)

Implement Locking Doors (HA)

Add DisplayRoom method (HA)

Current Iteration/Backlog ✓ 18

0 of 3 points5 • 25 May - 31 May

Add DisplayMaze method (HA)Finish

Icebox

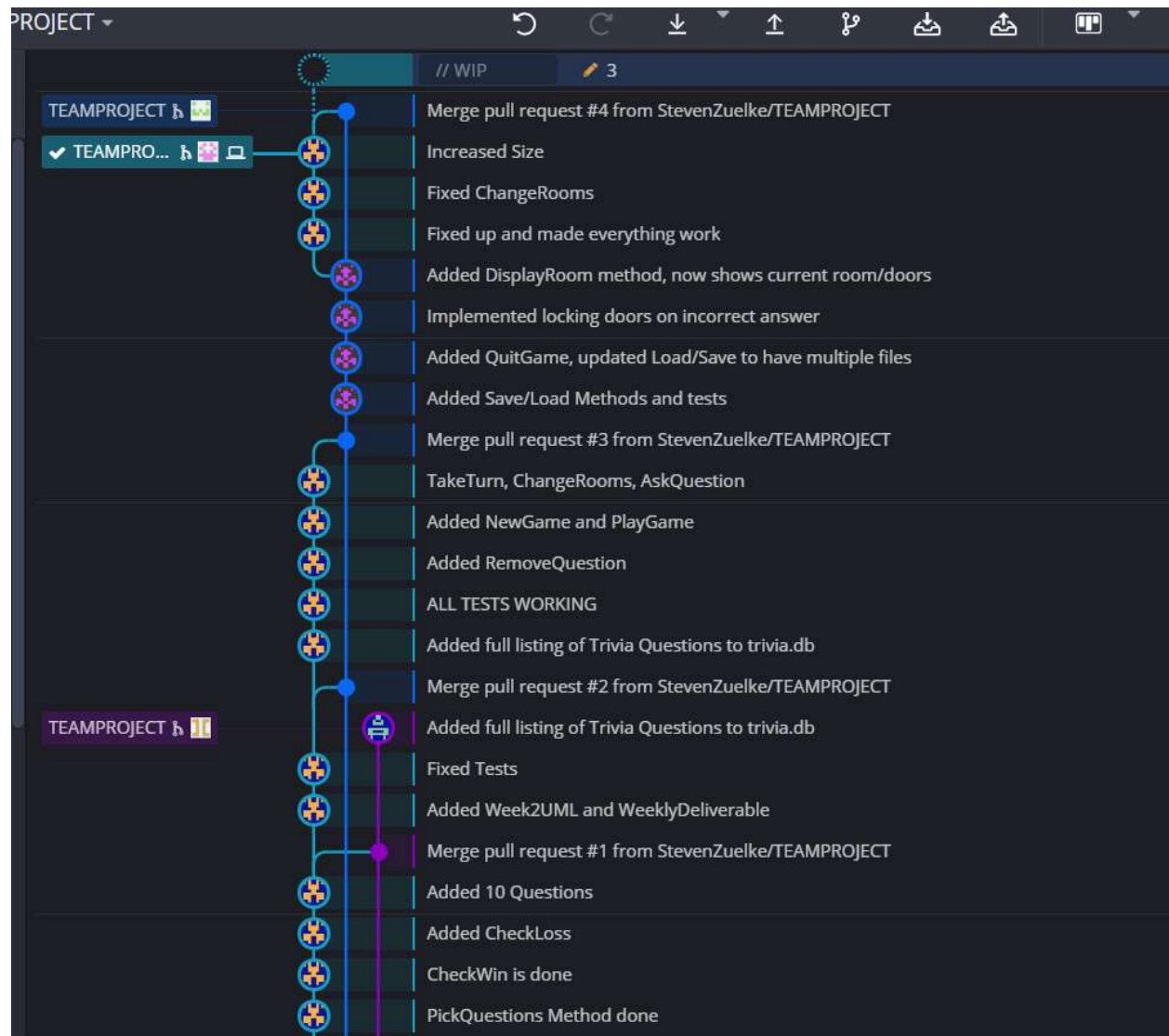
Fill in LostGame method in mainStart

Fill out WonGame method in mainStart

Fill out ViewInstructions method in mainStart

Find Video file for the game win/lossStart

## Github



## Deliverables: Database Schema

Database Structure    Browse Data    Edit Pragma    Execute SQL		
Create Table    Create Index    Print		
Name	Type	Schema
Tables (3)		
MultipleChoice		CREATE TABLE MultipleChoice (Title varchar(100), A varchar(50), B varchar(50), C varchar(50), D varchar(50), Correct char(1))
Title	varchar(100)	"Title" varchar(100)
A	varchar(50)	"A" varchar(50)
B	varchar(50)	"B" varchar(50)
C	varchar(50)	"C" varchar(50)
D	varchar(50)	"D" varchar(50)
Correct	char(1)	"Correct" char(1)
ShortAnswer		CREATE TABLE ShortAnswer (Title varchar(100), Correct varchar(40))
Title	varchar(100)	"Title" varchar(100)
Correct	varchar(40)	"Correct" varchar(40)
TrueFalse		CREATE TABLE TrueFalse (Title varchar(100), Correct char(1))
Title	varchar(100)	"Title" varchar(100)
Correct	char(1)	"Correct" char(1)
Indices (0)		
Views (0)		
Triggers (0)		

**OutputCapture:**

```
"C:\Program Files\Java\jdk1.8.0_111\bin\java.exe" ...
```

Welcome!

Enter 1 to play Trivia Maze

Enter 2 to access the Database

(Answers: 1, 2, )

1

TRIVIA GAME

To start a new game Enter 1

To load an existing game file Enter 2

To return to Main Menu Enter 3

(Answers: 1, 2, 3, )

1

You started a new game!

Welcome to the Trivia Game!

Enter 1 to start!

Enter 2 for directions

(Answers: 1, 2, )

1

You are in room: 0, 0

- - - - -

```
|           |
|           |
|           |
|           O
|           P
|           E
|           N
|           |
|           |
|           |
```

- - - O P E N - - -

Which direction do you want to go?

Enter S to save game

Enter Q to quit game

(Answers: 0, 1, 2, 3, Q, S, )

s

Please enter a name for your saved game:

testFile

testFile

You are in room: 0, 0

- - - - -

	O
	P
	E
	N

- - - O P E N - - -

Which direction do you want to go?

Enter S to save game

Enter Q to quit game

(Answers: 0, 1, 2, 3, Q, S, )

1

Which of the following inventions was the first to be patented?

Answers:

Dishwasher

Cash Register

Rubber Band

Chewing Gum

cheat

Correct!

You are in room: 1, 0

- - - - -

O	O
P	P
E	E
N	N

```
|
|
- - - O P E N - - -
```

Which direction do you want to go?

Enter S to save game

Enter Q to quit game

(Answers: 0, 1, 2, 3, Q, S, )

S

Enter 1 to use current file,

Enter 2 to create a new file

(Answers: 1, 2, )

1

You are in room: 1, 0

```
- - - - -
```

```
|
|
|
O      O
P      P
E      E
N      N
|
|
|
- - - O P E N - - -
```

Which direction do you want to go?

Enter S to save game

Enter Q to quit game

(Answers: 0, 1, 2, 3, Q, S, )

Q

TRIVIA GAME

To start a new game Enter 1

To load an existing game file Enter 2

To return to Main Menu Enter 3

(Answers: 1, 2, 3, )

2

Please enter the saved game you'd like to load from the options:



Please enter the saved game you'd like to load from the options:

1: steve.triv

2: testFile.triv

(Answers: 1, 2, )

2

Welcome to the Trivia Game!

Enter 1 to start!

Enter 2 for directions

(Answers: 1, 2, )

1

You are in room: 1, 0

- - - - -

```
|               |
|               |
|               |
O               O
P               P
E               E
N               N
|               |
|               |
|               |
```

- - - O P E N - - -

Which direction do you want to go?

Enter S to save game

Enter Q to quit game

(Answers: 0, 1, 2, 3, 0, S, )