

Cody Bafus

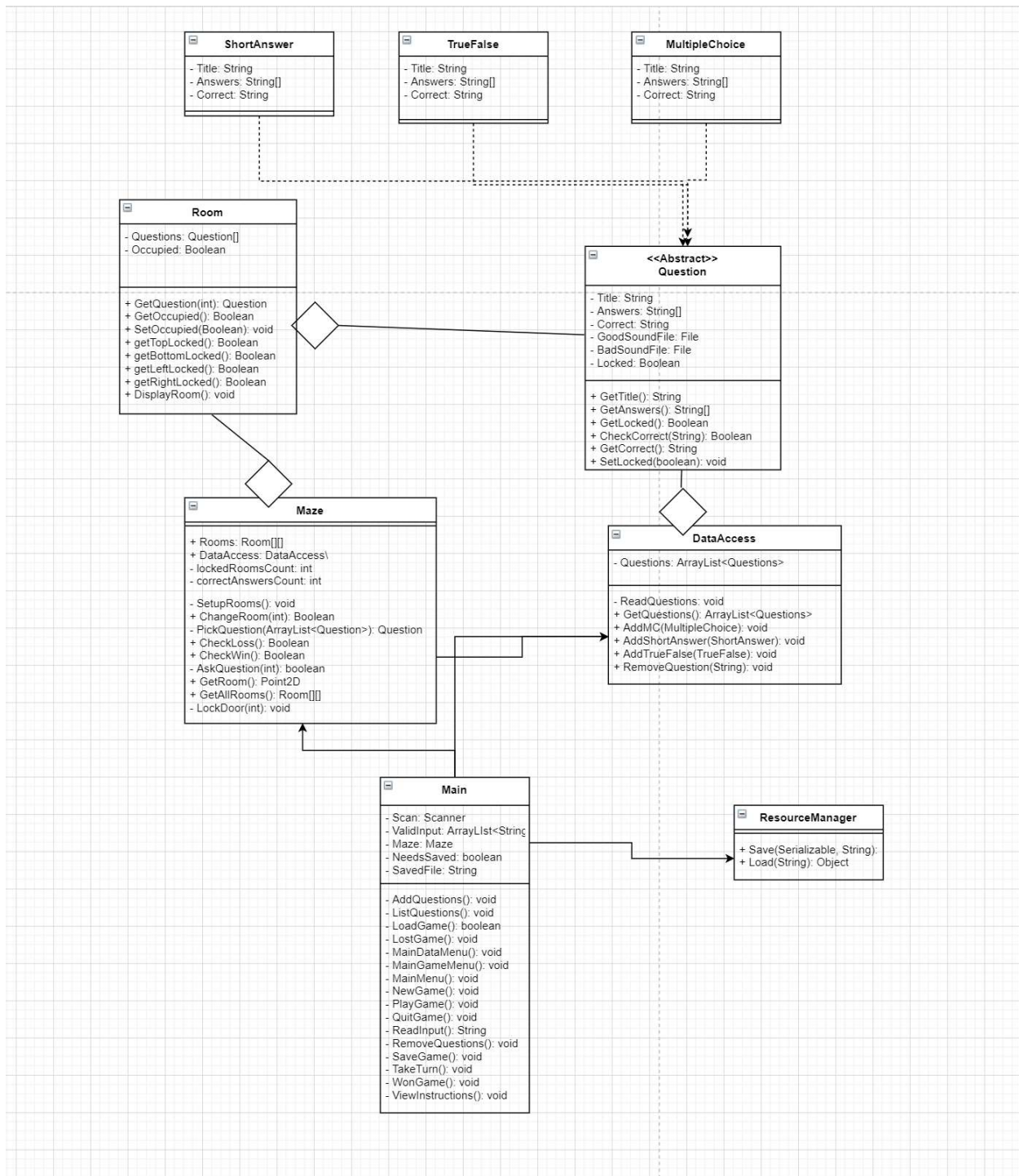
Steven Zuelke

Austin Hall

Week 4 Deliverables

This week we added ints to keep track of how many wrong and right questions were answered during the game to report upon completion. There are now methods for the software instructions and when the game is lost or won it will report.

UML:



Pivotal Tracker

Done

2 points

1 • 27 Apr - 3 May

17 points

2 • 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 points

3 • 11 - 17 May

★

=

Database Section of Program in Main (ST)

★

=

PickQuestion Method in Room (ST)

★

=

CheckWin Method (ST)

★

=

CheckLoss Method (probably recursion) (ST)

30 points

4 • 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)

0 points

5 • 25 May - 31 May

Current Iteration/Backlog

12

+ Add Story

4 of 7 points

6 • 1 - 7 Jun

Hide 3 accepted stories

★

=

Fill in LostGame method in main (CWB)

★

=

Fill out WonGame method in main (CWB)

★

=

Fill out ViewInstructions method in main (CWB)

★

=

Add DisplayMaze method (HA)

Finish

Icebox

+ Add Story

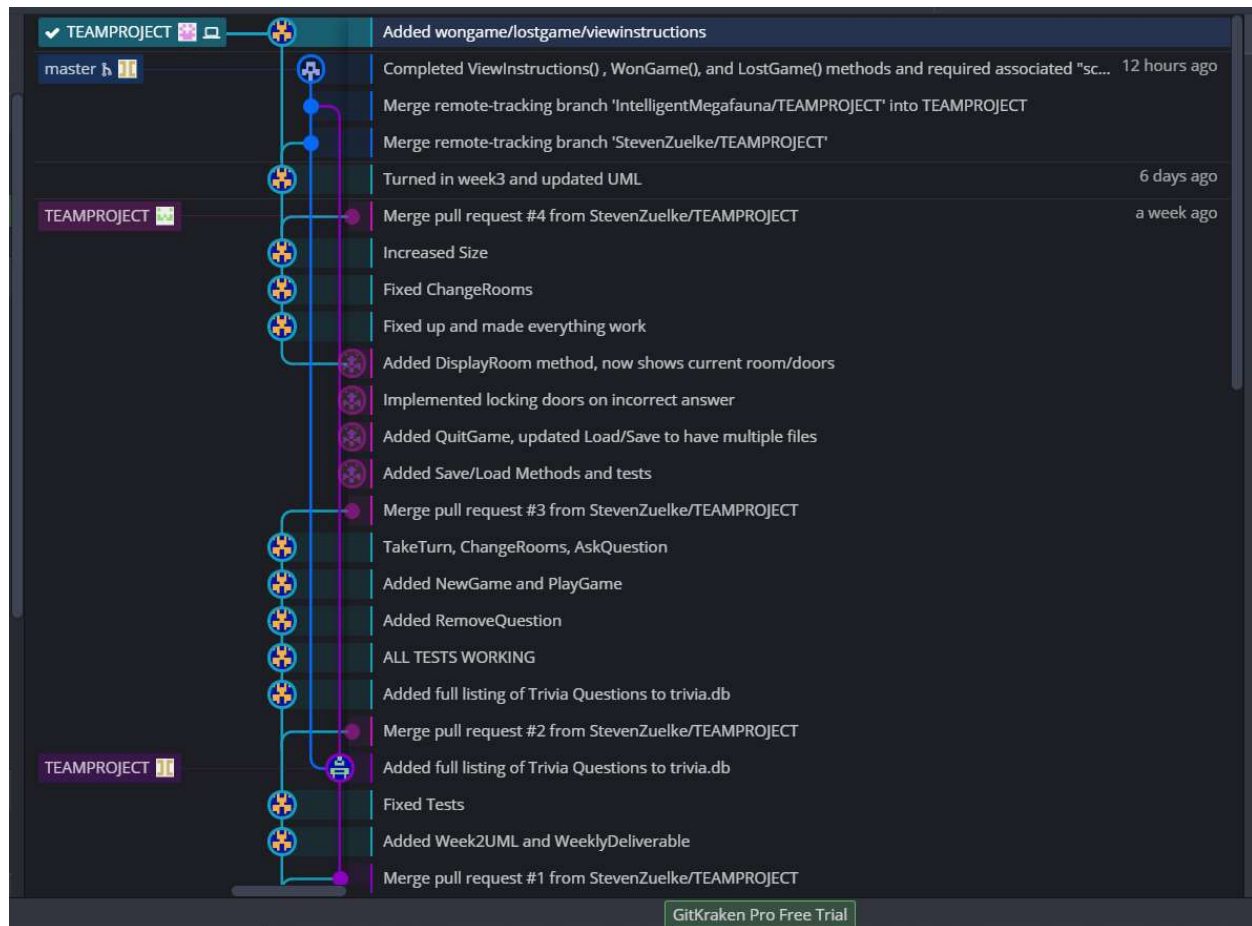
★

=

Find Video file for the game win/loss

Start

Github



Schema

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(60))	
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)			

Output

```
Welcome to the Trivia Game!
Enter 1 to Start!
Enter 2 for Game Instructions
(Answers: 1, 2, )
2
How to Play...
You're locked in a maze containing a series of rooms.
To open the door to a room, you must first answer its trivia question.
Do so correctly, and the door will open; fail, and that door is locked forever.

The questions will take one of three forms:
For true/false questions, simply enter a "t" for true and a "f" for false.
For multiple choice questions, enter an "a","b","c", or "d" that's associated with your chosen answer.
For short answer questions, we're looking for a single word answer, and spelling counts (sorry).

And that's it. Navigate your way through the maze without locking yourself in, and you win!
```

```
You are in room: 2, 3
```

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

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

Alfred Nobel, father of the Nobel Peace Prize, made his fortune with the invention of which powerful tool?

cheat

Correct!

Congratulations, you've won!

Incorrect Answers: 1

Correct Answers: 8

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,)

|

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

Alfred Nobel, father of the Nobel Peace Prize, made his fortune with the invention of which powerful tool?

wrong

Incorrect!

The room to the right of you is now locked forever :(

Game Over!

Incorrect Answers: 2

Correct Answers: 7

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,)

|