

Version 1

Group: Foxtrot

Maze Program Version: 1.0

Our basic idea for this version is to create the gameboard, the piece spots, and the buttons and to have them all in the correct positions.

Tiles: We are not ready to implement movable tiles, so this will be saved for future versions.

Gameboard: Gridbag layout was difficult to learn, but Buck figured out how to set the pieces in the correct position. Getting these set up and working was simple once we understood the GridBagConstraints function, especially the tile pieces. We also changed the background color to a less vibrant color.

Buttons: Getting the buttons to work was simple enough, as we coded the public class for the buttons, since they will be used throughout the project. The exit button works as intended, but the start and reset button still do nothing other than output to the console. These other buttons will be addressed in future versions.

Sidebars: These were created alongside the Game Board. They are just JPanels right now but will eventually become more and hold the pieces that we need.

Entire Project

Planning for Group Foxtrot:

Create a maze game that has tiles that need to be arranged in a path to win.

- Create a win condition checker
- Look into setting a minimum/static window size
- Create tiles that can be moved and rotated
- Create a tile randomizer
- Create a win screen
- Fix UML accordingly
- General bug fixes