

Team 16

“Section 16”

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Sprint 2 Planning Document

1. User stories

- a. Be able to see the maze.
- b. Be able to navigate the maze.
- c. Answer questions at obstacles.
- d. Move past obstacles.
- e. Start a new game.
- f. Exit/end the game gracefully.
- g. Receive a score.
- h. Compare score to local high scores.
- i. Change settings.

2. Tasks

Est.	Tasks
10	a. Randomly generate a maze.
15	b. Display a graphical representation of the maze
3	c. Link initialize and maze activities.
6	d. Populate maze with obstacles
3	e. Link question interface with obstacles
9	f. Implement maze movement controls
3	g. Develop scoring algorithm
3	h. Add high scores and settings tables to database
6	i. Format question interface to display longer questions
6	j. Add score to high scores database
6	k. Add settings changes to table
3	l. Modify database loading
10	m. Create database class accessible by other activities
3	n. Add more questions to database

Nate & Joey

Tasks i, g, e, n, b

Alex & Cameron

Tasks h, l, m, j, k, n

JP & Ryan

Tasks a, d, f, c, n