































Finished Tasks

▼ 1 6 May		Pts: 5	%
▶	⚙️	Decide which GUI framework to use (SB)	<input type="checkbox"/>
▶	★	Implement UML into code (SB)	<input type="checkbox"/>
▶	★	User can win (SB)	<input type="checkbox"/>
▶	★	Create basic GUI framework (SB)	<input type="checkbox"/>
▶	★	Maze can be created of any rectangular size (SB)	<input type="checkbox"/>
▶	★	Maze has multiple rooms (SB)	<input type="checkbox"/>
▶	★	User can quit the program (DW)	<input type="checkbox"/>
▼ 2 13 May		Pts: 5	%
▶	★	User can choose to start playing a game (SC)	<input type="checkbox"/>
▶	★	User can choose to play endless mode (SC)	<input type="checkbox"/>
▶	★	User can choose to check the leaderboard (SC)	<input type="checkbox"/>
▶	★	User can choose to add custom questions (SC)	<input type="checkbox"/>
▶	⚙️	First Draft of the UML (SB)	<input type="checkbox"/>
▶	⚙️	First draft of the SRS (SC)	<input type="checkbox"/>
▶	⚙️	Decide on a user interface (SB)	<input type="checkbox"/>
▶	⚙️	Decide Package Names (SB)	<input type="checkbox"/>

▶	⚙️	💬	Decide how user can see the map (SB)	<input type="checkbox"/>
▶	★	▬	User can change rooms (SB)	<input type="checkbox"/>
▼	3	20 May	Pts: 20	%
▶	★	▬	GUI displays maze (DW)	<input type="checkbox"/>
▶	🍒	💬	Have a re-sizable window? (SB)	<input type="checkbox"/>
▶	★	▬	💬 User can start playing a game (DW)	<input type="checkbox"/>
▶	★	▬	User can view information about the game (SC)	<input type="checkbox"/>
▶	★	▬	User can view playing instructions (SC)	<input type="checkbox"/>
▶	★	▬	Game make player move (SB)	<input type="checkbox"/>
▶	★	▬	User can interact with a GUI (DW)	<input type="checkbox"/>
▶	★	▬	💬 User can choose to play again (SC)	<input type="checkbox"/>
▶	🍒		Game piece touches edges (DW)	<input type="checkbox"/>
▶	🍒	💬	Trivia maze can be started after game has already started. (SB)	<input type="checkbox"/>
▶	⚙️	💬	Decide which SQLite wrapper to use (DW)	<input type="checkbox"/>
▶	★	▬	User can be asked a question (SB)	<input type="checkbox"/>
▶	★	▬	User can answer a question (SB)	<input type="checkbox"/>
▶	★	▬	Door changes state (SB)	<input type="checkbox"/>

▶ 	User cannot interact with the game after answering a question (SB)	<input type="checkbox"/>
▶ 	 Maze is drawing incorrect doors. (SB)	<input type="checkbox"/>
▶ 	 Game can tell when unwinnable (SB)	<input type="checkbox"/>
▶ 	 User is told when they can no longer win (SB)	<input type="checkbox"/>
▶ 	 Create database schema (DW)	<input type="checkbox"/>
▶ 	Fill database with questions (SC)	<input type="checkbox"/>
▶ 	 Write database wrapper class(es) (DW)	<input type="checkbox"/>
▼ 4 27 May		Pts: 2 
▶ 	Possible null pointer exception issue on game decline. (SB)	<input type="checkbox"/>
▶ 	 User can be asked a question from the database (SC)	<input type="checkbox"/>
▶ 	Shell colored unlocked doors? (DW)	<input type="checkbox"/>
▶ 	 Change Stack to Deque (SC)	<input type="checkbox"/>
▼ 5 3 Jun		Pts: 3 
▶ 	Randomized or static end point (SC)	<input type="checkbox"/>
▶ 	Decide where to include blocked off or empty rooms (SC)	<input type="checkbox"/>
▶ 	Decide map size (SC)	<input type="checkbox"/>
▶ 	Answers are not always displayed correctly (SB)	<input type="checkbox"/>
▶ 	  User can see source information (SC)	<input type="checkbox"/>
▶ 	 User can choose category/categories for trivia question (SC)	<input type="checkbox"/>
▶ 	Goal is visually indicated on the GUI (DW)	<input type="checkbox"/>

6	10 Jun - Current	Pts: 3 of 3	%
Hide accepted stories			
▶	★	User can play in endless mode (SB)	<input type="checkbox"/>
▶	⚙	Final Draft SRS (SC)	<input type="checkbox"/>
▶	★	User can save highscore to leaderboard in endless (SB)	<input type="checkbox"/>
▶	⚙	PowerPoint for Final (SC)	<input type="checkbox"/>
▶	★	User can view the leaderboard (SB)	<input type="checkbox"/>
▶	⚙	Final Draft UML (SC)	<input type="checkbox"/>

Uncompleted/Icebox Tasks

▶	★	User can enter custom questions and answers into the database	Start	<input type="checkbox"/>
▶	★	User can quit playing (DW)	Start	<input type="checkbox"/>