Trivia Maze

TCSS 360 Software Development and Quality Assurance Techniques

Team members

- Fred Xu
- Chris Penna
- Gurleen Sandhu

Project Description

- This game is a maze game. The maze if composed of rooms. Each room has 2 or more doors. In order for the user to pass through a door, they must correctly answer a question that has been assigned to the door. There are short answer questions, multiple choices questions, and true/false questions.

- If the player is unable to answer a question correctly, that door is then locked permanently. If the player is unable to make it to the exit due to locked doors, the game is lost.

- For each question, there is a hint available. Some hints can eliminate choices, or tells you the answer because the devs don't know it either.

Implementation

- This project is implemented using the MVC design pattern.

- Model has all the data structures: Maze, Room, Door, Location, and Question.

- View has the GUI stuff: Main Menu Frame and Game Frame. Game Frame has to updatable panels: Maze Panel and Question Panel.

- Controller controls the database connection, requests questions, moves player, and save questions from a txt file.