

IJA Project

Items are ordered in deadline priority. Items with red background were not completely done. They were not done, because project member did not work on his part of development.

Requirement	Deadline
Copy and adjust relevant code from previous projects	17.4.2023
Prepare project structure and maven	17.4.2023
Change Observer into PropertyChange	23.4.2023
Update loading map from file and add new characters	23.4.2023
Implement basic game cycle (open single map and play)	23.4.2023
Implement movement with keyboard	23.4.2023
Handle finishing game (keys, target, ghosts)	23.4.2023
Implement app entry page with multiple map selection	30.4.2023
Implement independent movements of ghosts	30.4.2023
Create log structure and implement logging of movement	30.4.2023
Implement display info about game objects	30.4.2023
Implement replay selection on entry page	7.5.2023
Change game user interface and update visuals	7.5.2023
Add coments for javadocs	7.5.2023
Implement game end page (display statistics and win/lose message)	7.5.2023
Implement movement with mouse	7.5.2023
Update UX design of application	7.5.2023