

# Team FooBar()

## Team Participation

### Taylor Venissat

*Team Leader*

#### Tasks/Responsibilities

- Setup/Plan - **Accomplished**
  - Establish the language and tools to use for the project
  - Setup the GitHub repository
  - Setup the project file
- Random Maze Generation - **Accomplished**
  - Implement the algorithms for random maze generations
- Log File - **Accomplished**
  - Implement the log file for recording execution data
- Game Over Condition - **Accomplished**
  - Implement the condition for ending the game
- Submission Report - **Accomplished**
  - Provide answers to the questions stated in the requirements to complete the report

### Phuong Ho

*Designer/Developer*

#### Tasks/Responsibilities

- Rendering of Objects - **Accomplished**
  - Implement the rendering of the objects needed for the maze
- Develop Test Cases - **Accomplished**
  - Implement test cases in the unit testing suite to test the game
- Quick Pathfinder - **Accomplished**
  - Implement 2 quick pathfinder algorithms for the smart enemy movement reliability
- Design Closed Chest – **Accomplished**
  - Design closed chest graphic for use in the maze
- Design Open Chest – **Accomplished**
  - Design open chest graphic for use in the maze
- Submission Report - **Accomplished**
  - Provide answers to the questions stated in the requirements to complete the report
- Design Closed Door – **Not accomplished**
  - Design closed door graphic for use in the maze
- Design Open Door – **Not accomplished**
  - Design open door graphic for use in the maze
- Design Key – **Not accomplished**
  - Design key graphic for use in the maze
- Design Marker – **Not accomplished**
  - Design marker graphic for use in the maze

# Zackary Hermesen

*Developer*

## Tasks/Responsibilities

- Optimal Pathfinder - **Accomplished**
  - Implement an optimal pathfinder algorithm to find the best path for solving the maze and for the smart enemy movement reliability
- Develop Test Cases – **Accomplished**
  - Implement test cases in the unit testing suite to test the game
- Custom Output for Invalid Input – **Accomplished**
  - Provide custom/helpful output to hint to the user that their input was invalid
- Submission Report - **Accomplished**
  - Provide answers to the questions stated in the requirements to complete the report

# Garret Benoit

*Developer*

## Tasks/Responsibilities

- Random Enemy - **Accomplished**
  - Implement a dumb enemy that randomly walks around the maze
- Smart Enemy – **Accomplished**
  - Implement a smart enemy that uses pathfinding algorithms to determine its moves
- Enemy Movement Reliability – **Accomplished**
  - Use redundancy & diversity (N-version programming) with the pathfinding algorithms to build reliable enemy movement
- Submission Report - **Accomplished**
  - Provide answers to the questions stated in the requirements to complete the report

# Chance Johnson

*Designer/Developer*

## Tasks/Responsibilities

- Player Commands - **Accomplished**
  - Implement the go, use, grab, open player commands
- Design Combination Tiles – **Accomplished**
  - Design 10 floor tiles for use with the combination system
- Develop Test Cases – **Accomplished**
  - Implement test cases in the unit testing suite to test the game
- Work Breakdown – **Accomplished**
  - Organize the work breakdown structure in a clear, effective document
- Submission Report - **Accomplished**
  - Provide answers to the questions stated in the requirements to complete the report
  - Compile all team member answers and create the Report document
- Version I Submission – **Accomplished**
  - Design, organize, and compile all assets and documents needed for the Version I submission and submit Version I Project
- Design Avatar – **Not accomplished**
  - Design the graphic for the player avatar
- Design Game Icon – **Not accomplished**
  - Design the graphic for the game icon