Team FooBar()
Work Breakdown Structure

Setup/Plan
- Select Tools
  - Language/IDE/Library(ies)
- Setup maze/GUI
  - Maze size

Basic Functions
- Rendering of Objects
  - Draw avatar
  - Draw door
  - Draw chest
  - Draw key
  - Draw marker
  - Draw random enemy
  - Draw smart enemy
  - Draw chest combination
- Positioning of Objects
  - Randomize coordinates
  - Position chest
  - Position key
  - Position avatar
  - Position door
  - Position random enemy
  - Position smart enemy
  - Position chest combination
- Player Commands
  - Go command
    - Variable-length Go command
  - Use command
  - Grab command
  - Open command
- Error Handling
  - Define valid user input
  - Output for invalid input

Advanced Features
- Generate a random maze
  - Randomize maze
- Pathfinding Algorithms
  - Quick Pathfinder
  - Quick Pathfinder
  - Optimal Pathfinder
- Combination System
  - Design Combo Tiles
  - Implement Combo tile system with pathfinders
  - Use Combo command

Enemies
- Random Enemy
  - Move command
- Smart Enemy
  - Movement Reliability (R&D, N-Version)
    - Move command
    - Reset command

Testing
- Develop Test Cases
- Test software

Log File
- Create new log file
- Write to log file

Documentation
- Submission Report
  - Compile all assets
  - Get feedback from all members
  - Finalize
  - Submit project