

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
- Positioning of Objects
 - Randomize coordinates
 - Position chest
 - Position key
 - Position avatar
 - Position door
 - Position random enemy
 - Position smart enemy
- 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