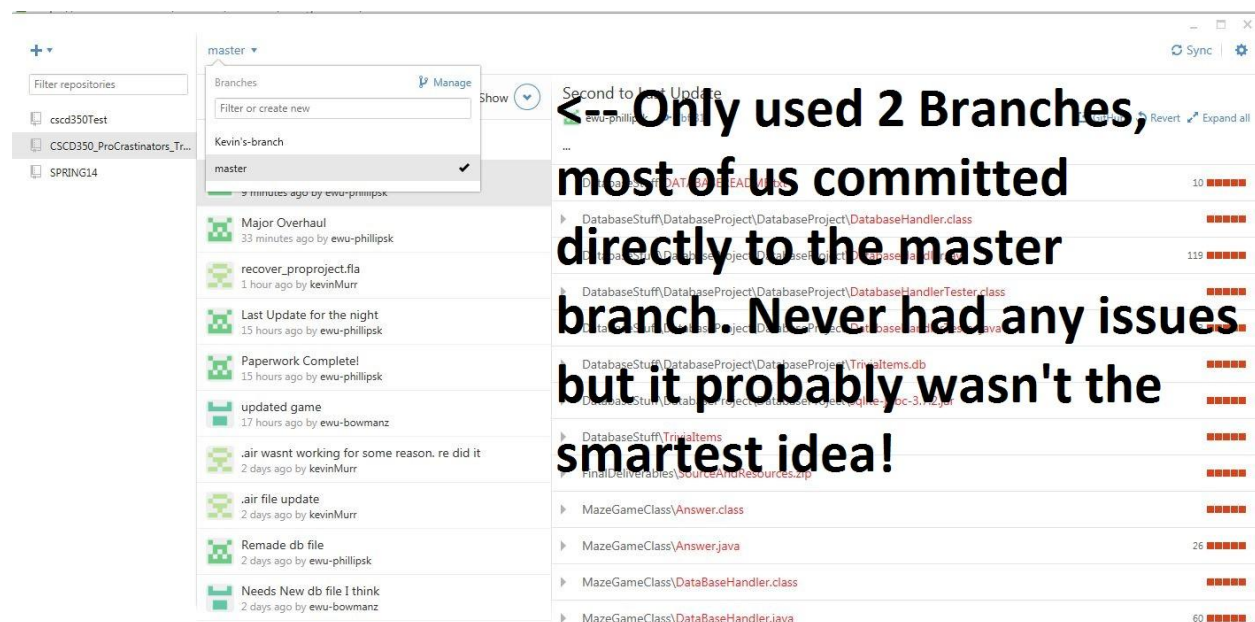
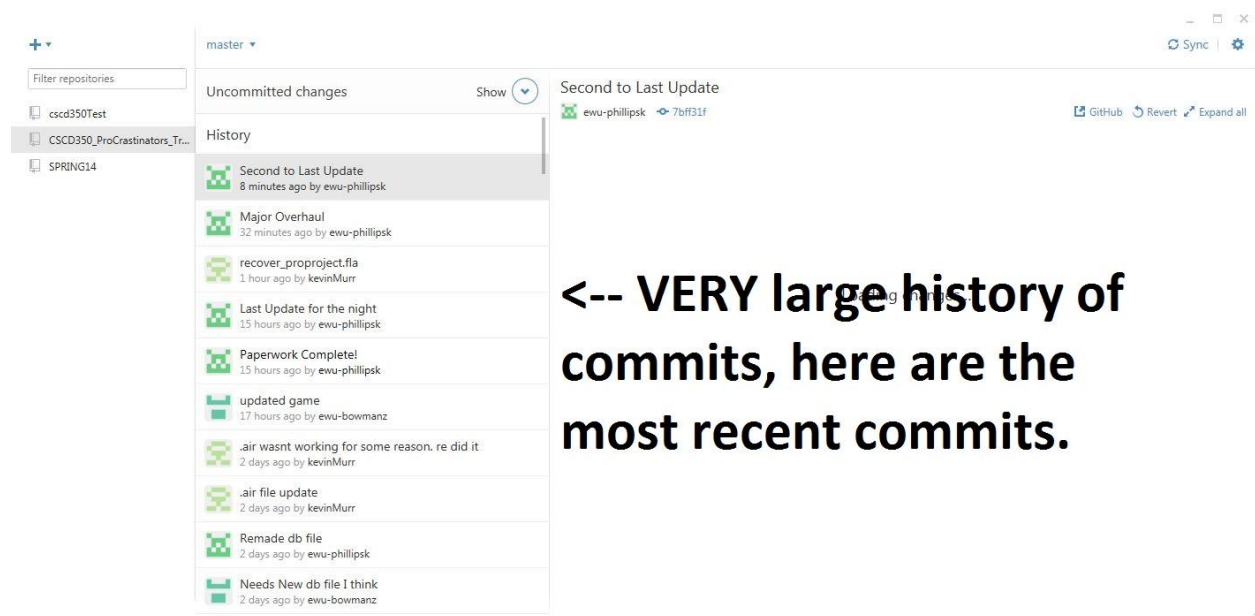


CSCD 350

ProCrastinators

GitHub and Pivotal Tracker Screen Shots:



PivotalTracker Trivia Maze - CSCD 350 - Procrastinators (Public) Switch to Beta PROJECTS DASHBOARD REPORTS HELP KYLEPHILLIPS

CURRENT **BACKLOG** **ICEBOX** **EPICS** **MORE** **PROJECT** **STORIES** ADD STORY velocity 5

DONE

- 1 5 May Pts: 0 %
 - Kyle - Create Trivia (KP)
- 2 12 May Pts: 7 %
 - Create Player Class (KP)
 - Create Door Class (KM)
 - Create Trivia Item Class (KM)
 - Create Room Class (ZB)
 - Zac - Create Trivia (ZB)
 - Create Trivia Game Class (PB)
 - Kevin - Create Trivia (KM)
- 3 19 May Pts: 12 %
 - Create SRS Form (KP)
 - Format Trivia to be all alike (KP)
 - Map Generator Class (KM)
 - Map and question tester (KM)
 - Create Database Schema (Questions/answers) (PB)
 - Create DataBaseCreator class (PB)
 - Create Database Handler (PB)
 - Create Zelda Room Sprites (KP)
- 4 26 May Pts: 3 %
 - Pavlo - Create Trivia (PB)
 - begin translations (KP)
 - Finish up java database stuff (KP)
- 5 2 Jun Pts: 0 %
 - Create Class Diagram UML (KP)
 - Flash Character Sprites (ZB)

CURRENT

Hide accepted stories

- 6 9 Jun - Current Pts: 3 of 5 %
 - Cannot easily play game (KP)
 - Create Installer for Game with all needed components (KP)
 - Multiple Question Screens (KP)
 - Main Menu

BACKLOG

- 7 16 Jun Pts: 5 %
 - "Start new Game" Menu
 - Create High Scores Screen
- 8 23 Jun Pts: 5 %
 - Create Credits Screen
 - Create "Quit" method
 - Need a Map class

ICEBOX

- Create State Diagram UML
- Create Sequence Diagram UML

History of Pivotal Tracker things. Many things were not "taken" from icebox or backlog because we worked as a group twice a week the last few weeks, and were in contact with eachother, forgetting to take things from here. Hence, this is a little bit unorganized.