

Product Backlog

- Code base preparation: S, 1 Task
- Create 2D Maze: S, 3 Tasks
- 2D Game Graphics: M, 5 Tasks
- 3D Game Graphics (Part 1 and 2): L, ~5 Tasks
- Prototype Presentation and Documentation: L, 6 Tasks
- Transfer code to object orientation: S, 1 Task
- 3D Start Menu: S, ~3 Tasks
- 3D Game Levels: M, ~6 Tasks
- Final Product 'Score Board': M, ~6 Tasks
- Final Product Test Cases: L, ~9 Tasks
- Final Product Presentation and Documentation: L, ~6 Tasks

Sprint 1 (10/17-11/2) Backlog

- Code base preparation: S, 1 Task
 - Code base testing
- Create 2D Maze: S, 3 Tasks
 - Random Maze Generator
 - Maze Solver
 - Holes in maze
- 2D Game Graphics: M, 5 Tasks
 - 2D grid on hosted webpage
 - 'Player' motion inside the 2D grid
 - Creating and displaying solvable 2D random mazes on the webpage
 - Testing standard 'player' movement inside the maze
 - Add first person perspective (from the codebase) to the player movement
- 3D Game Graphics Part 1: M, 3 Tasks
 - 3D website generation (hosted on GitHub, tested on wamp server, using three.js)
 - Collisions in three.js
 - 3D Maze generation and first person movement (using Babylon, tested in Babylon online playground)
- Prototype Presentation and Documentation: L, 6 Tasks
 - Gantt Chart (planning and editing)
 - UML – Use Case Diagram
 - UML – Class Diagram
 - UML – State Diagram
 - Prototype PowerPoint Presentation
 - Scrum Product/Sprint Backlogs