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