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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Time | | | | | Monday  10/17 | | | Tuesday  10/18 | | | Wednesday  10/19 | | | Thursday  10/20 | | Friday  10/21 | | Saturday  10/22 | | | Sunday  10/23 | | | Monday  10/24 | | Tuesday  10/25 | | Wednesday  10/26 | | | Thursday  10/27 | | | Friday  10/28 | | Saturday  10/29 | | Sunday  10/30 | | Monday  10/31 | | Tuesday  11/1 | | | Wednesday  11/2 | |
| Decided Project | | | | |  | | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | |  | |  | | |  | |
| Preparation | | | Code base testing | |  | | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | |  | |  | | |  | |
| Maze | | | Random Maze Generator | |  | | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | |  | |  | | |  | |
| Maze solver | |  | | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | |  | |  | | |  | |
| Holes in Maze | |  | | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | |  | |  | | |  | |
| 2D Game Graphics | | | 2D grid on web page | |  | | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | |  | |  | | |  | |
| Player motion in 2D grid | |  | | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | |  | |  | | |  | |
| Creating 2D maze on web page | |  | | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | |  | |  | | |  | |
| Testing movement in maze | |  | | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | |  | |  | | |  | |
| Add FP perspective (from codebase) to movement | |  | | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | |  | |  | | |  | |
| 3D Game Graphics | | | 3Dwebsite generation  (three.js, wamp server) | |  | | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | |  | |  | | |  | |
| Collisions in three.js | |  | | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | |  | |  | | |  | |
| 3D path generation and FP movement  (Babylon) | |  | | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | |  | |  | | |  | |
| Presentation and Documentation for Project 3 | | | Gantt Chart -planning | |  | | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | |  | |  | | |  | |
| Gantt Chart - editting | |  | | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | |  | |  | | |  | |
| UML – Use Case | |  | | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | |  | |  | | |  | |
| UML – Class Diagram | |  | | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | |  | |  | | |  | |
| UML – State Diagram | |  | | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | |  | |  | | |  | |
| Power point Presentation | |  | | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | |  | |  | | |  | |
| Scrum Product/Sprint Backlogs | |  | | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | | |  | | |  | |  | |  | |  | |  | | |  | |
| Time | | | | | Week 1 (10/30 – 11/5) Sprint 2 | | | | | | | | | | | Week 2 (11/6 – 11/12) Sprint 3 | | | | | | | | | | Week 3 (11/13 – 11/20) Sprint 4 | | | | | | | | | | Week (11/21 – 11/28) Sprint 5 | | | | | | | | | | |
| S | M | | | T | W | | T | F | | S | S | M | | T | W | | T | F | | S | S | M | | T | W | | T | F | | S | S | M | | T | | W | | T | F | | S |
| Transfer to object oriented code | Create prototypes, reaffirm code stability | | | |  | | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | | |
| 3D Game Graphics | | Full maze generation hosted on github | | |  | | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | | |
| Restricting movement | | |  | | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | | |
| Start Menu | | Display Screen before game play | | |  | | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | | |
| Difficulty options | | |  | | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | | |
| Button commands | | |  | | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | | |
| Game Levels and Special Spaces | | Define/display start, end, and holes | | |  | | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | | |
| Player interaction with start, end, hole spaces | | |  | | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | | |
| Creating and displaying new maze | | |  | | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | | |
| Displaying old maze and marking hole | | |  | | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | | |
| Score Board | | Set up database | | |  | | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | | |
| Backend (php) | | |  | | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | | |
| Connecting frontend with backend | | |  | | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | | |
| Test Suite | | Maze generator,solver,  special spaces, levels, scalable difficulty,button commands,score board, end game | | |  | | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | | |
| Product Presentation and Documentation | | Update ULM (use case, class, and state diagram) | | |  | | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | | |
| Update Gantt chart | | |  | | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | | |
| Product Presentation | | |  | | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | | |
| Comments, documentation, sources | | |  | | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | | |
| Scrum Artifacts | | |  | | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | |  | | | | | | | | | | |
| Stephen Fulton | | | |  | | |
| Shawn Parkes | | | |  | | |
| Rebekah Manweiler | | | |  | | |
| Team Zero | | | |  | | |