

Product 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)
- Transfer code to object orientation: S, 1 Task
 - Rewrite and reorganize code to create 'objects'
- 3D Game Graphics Part 2: M, 4 Tasks
 - Full maze generation using blocks to create walls
 - Restricting camera movement
 - Hosting new website on GitHub (later we will realize that we cannot use GitHub because it does not allow us to use php, so we will use the people.eecs.ku.edu server)
 - Textures and meshes
- Start Menu: L, 4 Tasks
 - 3D clickable text for the start menu (the process took too long and we had to settle for a normal webpage for the start menu)
 - Difficulty options that controls the size of the maze
 - Adding additional pages (Testing Suite, User Manual, D&M Plans, High Score)
 - Communication of information between pages
- Game Levels and Special Spaces: L, 4 Tasks
 - Define and display the start space, end space, and holes
 - Player interaction (camera collision) with the special spaces
 - Creating and displaying new mazes and re-displaying previous mazes
 - Disposing the scene to either display a new maze or end the game
- High Scores: M, 3 Tasks
 - Set up the database and test communication
 - Creating the backend: adding values to database and then checking the highest score
 - Connecting the end of game information with the backend (page communication)
- Testing Suite: L, 3 Tasks
 - Tests for the Maze Generator and Maze Solver
 - Tests for the camera collisions with special spaces and correct movement
 - Tests for the disposal of the mazes
- Music: S, 2 Tasks
 - Find free use music and check licensing
 - Research HTML5 audio support and implement
- Product Documentation: L, 4 Tasks
 - Update ULM (use case, class, and state diagrams)
 - Update Gantt Chart
 - Comment code and add sources
 - Update Scrum Artifacts