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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Time | | | Week 1 ((11/6 – 11/12) Sprint 2 | | | | | | | | Week 2 (11/13 – 11/19) Sprint 3 | | | | | | | Week 3 (11/20 – 11/26) Sprint 4 | | | | | | |
| 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 | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Restricting movement | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Host on GitHub or people server | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Textures and meshes | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Start Menu | 3D Start Menu (resolved to normal menu) | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Difficulty options | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Page Communication | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Additional pages | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Game Levels and Special Spaces | Define/display start, end, and holes | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Player interaction with start, end, hole spaces | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Displaying new/ Re-displaying previous mazes | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Disposing a maze | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Score Board | Set up database | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Backend (php) | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Connecting frontend with backend | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Test Suite | Maze Generator and Solver | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Collisions and Camera movement | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Disposal | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Music | Find free music, HTML5 audio support | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Product Documentation | Update ULM (use case, class, and state diagram) | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Update Gantt chart | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Comments, documentation, sources | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Scrum Artifacts | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Time | | | Week 4 (11/27 – 12/3) Sprint 5 | | | | | | | | Week 5 (12/4 – 12/10) Sprint 6 | | | | | | | Week 6 (12/11 – 12/17) Final Sprint | | | | | | |
| 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 | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Restricting movement | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Host on GitHub or people server | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Textures and meshes | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Start Menu | 3D Start Menu (resolved to normal menu) | | Normal menu | | | | | | | |  | | | | | | |  | | | | | | |
| Difficulty options | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Page Communication | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Additional pages | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Game Levels and Special Spaces | Define/display start, end, and holes | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Player interaction with start, end, hole spaces | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Displaying new/ Re-displaying previous mazes | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Disposing a maze | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Score Board | Set up database | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Backend (php) | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Connecting frontend with backend | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Test Suite | Maze Generator and Solver | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Collisions and Camera movement | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Disposal | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Music | Find free music, HTML5 audio support | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Product Documentation | Update ULM (use case, class, and state diagram) | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Update Gantt chart | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Comments, documentation, sources | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Scrum Artifacts | |  | | | | | | | |  | | | | | | |  | | | | | | |
| Stephen Fulton | |  | | | | |
| Shawn Parkes | |  | | | | |
| Rebekah Manweiler | |  | | | | |
| All of Team Zero | |  | | | | |