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