

TCSS 360 The Maze Game

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9 points1 • 9 - 15 Nov •

SRS Draft 1 ideation and completion. (AA, AL, AL)

Pivotal Tracker Setup (AA, AL, AL)

GitHub Repo Creation & Testing (AA, AL, AL)

Toggl Setup & Logging of Hours (AA, AL, AL)

Software Implementation planning (Classes and basic structure of the code implementation) (AA, AL, AL)

9 points2 • 16 - 22 Nov •

Planning and implementing Question_Answer.java (AA)

Database implementation plan and testing. (AL)

Door.java implementation (AL)

9 points3 • 23 - 29 Nov •

Adding the database functionality to the QuestionAnswer.java and testing the database with some random questions. (AA)

Creating a diagram for the overall software structure and creating UML diagrams for the classes (AA)

Continuing the work on database. (AL)

Maze.java Implementation (AL)

9 points4 • 30 Nov - 6 Dec •

Planning and starting the implementation of GUI.java (AA)

Database interface implementation/data restructure to rooms in 5*6/backtrack algorithm(condition of player failed) (AL, AA)

Maze.java Maneuverability (AL)

Room.java Implementation (AL)

0 points5 • 7 - 13 Dec •