I Believe I Can Fly - Design Documentation

User Stories

- A user is new and wants to play I Believe I Believe Can Fly on easy difficulty
 - 1. The user runs the program and the main menu is displayed
 - 2. The user clicks "play" button on the main menu and the difficulty screen is displayed
 - 3. The user clicks "easy" and a small, simple maze is generated
 - 4. The user navigates the maze using the arrow keys
 - 5. The user completes the maze or dies trying
 - 6. The user has the option to restart a new maze on the same difficulty, or exit to main menu
- A user would like to play the I Believe I Believe Can Fly on medium difficulty
 - 1. The user runs the program and the main menu is displayed
 - 2. The user clicks "play" button on the main menu and the difficulty screen is displayed
 - 3. The user clicks "medium" and a medium sized, moderately hard maze is generated
 - 4. The user navigates the maze
 - 5. The user completes the maze or dies trying
 - 6. The user has the option to restart a new maze on the same difficulty, or exit to main menu
- An experienced user wishes to play I Believe I Can Fly on hard difficulty
 - 1. The user runs the program and the main menu is displayed
 - 2. The user clicks "play" button on the main menu and the difficulty screen is displayed
 - 3. The user clicks "hard" and a large, challenging maze is generated
 - 4. The user navigates the maze
 - 5. The user completes the maze or dies trying
 - 6. The user has the option to restart a new maze on the same difficulty, or exit to main menu
- A new user wants to learn how to play I Believe I Can Fly
 - 1. The user runs the program and the main menu is displayed
 - 2. The user clicks "help" button on the main menu
 - 3. A set of instructions to play the game is displayed along with a back button to return to the main
- A user wants to pause in the middle of a game and then resume
 - 1. The user is playing a maze on any difficulty level
 - 2. The user presses the space-bar to pause the game
 - 3. The user presses the space-bar again to resume the game
- A user wants to return to the main menu mid maze
 - 1. The user is playing a maze on any difficulty level
 - 2. The user clicks the "back door" button at the bottom of the screen
 - 3. The user is returned to the main menu
- A user wants to exit the program at any time
 - 1. The user is running the program at any screen
 - 2. The user clicks the "x" button in the top corner to exit the program
- A user wants to exit the program from the main menu
 - 1. The user is viewing the main menu
 - 2. The user clicks the "exit" button and the program exits
- A user wants to restart the game with a new maze
 - 1. The user is playing a maze on any difficulty level
 - 2. They press the "refresh" button, marked by a circular arrow

Original Gantt Chart

		0, 15,	F 15.		May 1 May 8 May 15 May 22 May 29
	Task Name	Start Date	End Date	Assigned To	S M T W T F S S M T W T T T T T T T T
3	Enter your deadline as start and end date:	05/25/16	05/27/16	ig.	Enter your deadline as start and end da
4	■ Wk 9 Sprint 1 - The Basics	05/02/16	05/10/16		Wk 9 Sprint 1 - The Basics
5	Maze Class	05/02/16	05/10/16	Peter, Anna	Maze Class
6	Player Class	05/02/16	05/10/16	Peter, Anna	Player Class
7 -	AMazingGame Class	05/02/16	05/10/16	Blake, Ben	AMazingGame Class
8	Tile Class	05/02/16	05/10/16	Kaylen	Tile Class
9	UML	05/02/16	05/10/16	Kaylen	UML.
10	Stubs	05/02/16	05/10/16	Anna	Stubs
11					
12	■ Wk 10 Sprint 2 - The Visuals	05/10/16	05/17/16		Wk 10 Sprint 2 - The Visuals
13	Testing	05/10/16	05/17/16	Peter, Ben	Testing
14	Entity Class/Coins	05/10/16	05/17/16	Blake, Anna	Entity Class/Coins
15	GUI - Menu/Settings	05/10/16	05/17/16	Kaylen	GUI - Menu/Settings
16	GUI - Maze	05/10/16	05/17/16	Blake Anna	GUI - Maze
17					
18	☐ Wk 11 Sprint 3 - The Extras	05/17/16	05/24/16		Wk 11 Sprint 3 - The Extras
19	Timer	05/17/16	05/24/16	Kaylen	Timer
20	Player Integration	05/17/16	05/24/16	Peter	Player Integration
21	Graphics	05/17/16	05/24/16	Anna	Graphics
22	GUI - Maze	05/17/16	05/24/16	Blake	GUI - Maze
23	GUI - Menu/Settings	05/17/16	05/24/16	Ben	GUI - Menu/Settings
24	Testing	05/17/16	05/24/16	Peter	Testing Testing
25					
26	─ Wk 11 Sprint 3 - The Cleanup	05/24/16	05/27/16		Wk 11 Sprint 3 - The Cleanup
27	Javadoc	05/24/16	05/26/16	Kaylen	Javadoc
28	Clean up Code	05/24/16	05/26/16	Kaylen	Clean up Code
29	Fix Bugs etc.	05/24/16	05/26/16	All	Fix Bugs etc.
	Submit	05/26/16	05/27/16	Peter	Submit

Sprint Boards

WEEK 9 – 2/5							
Peter	Blake	Ben - AMazingGame	Anna - Maze	Kaylen - UML			
- Maze	- AMazingGame						
- Player			- Player	- Tile			
			- Stubs				
WEEK 10 – 9/5							
Peter	Blake	Ben	Anna	Kaylen			
- Testing	- Maze GUI	- Game/Menu GUI	- Coins	- Misc. GUI help			
- Entities			- Entities	- Testing			
				- Gantt Chart			
WFFK 11 – 16/5		•	·				

WEEK 11 – 16/5	VEEK 11 – 16/5								
Peter	Blake	Ben	Anna	Kaylen					
- Player	- Maze GUI	- Game/Menu GUI	- Graphics	- Update UML					
				- Documentation					
				- Misc help					

WEEK 12 – 23/5		<u>DUE 27/5</u>			
Peter	Blake	Ben	Anna	Kaylen	
- Integrate front/back end	- Maze Gui	- Maze Gui	- Integrate front/back end	- GUI Help	
				- Update UML again	

