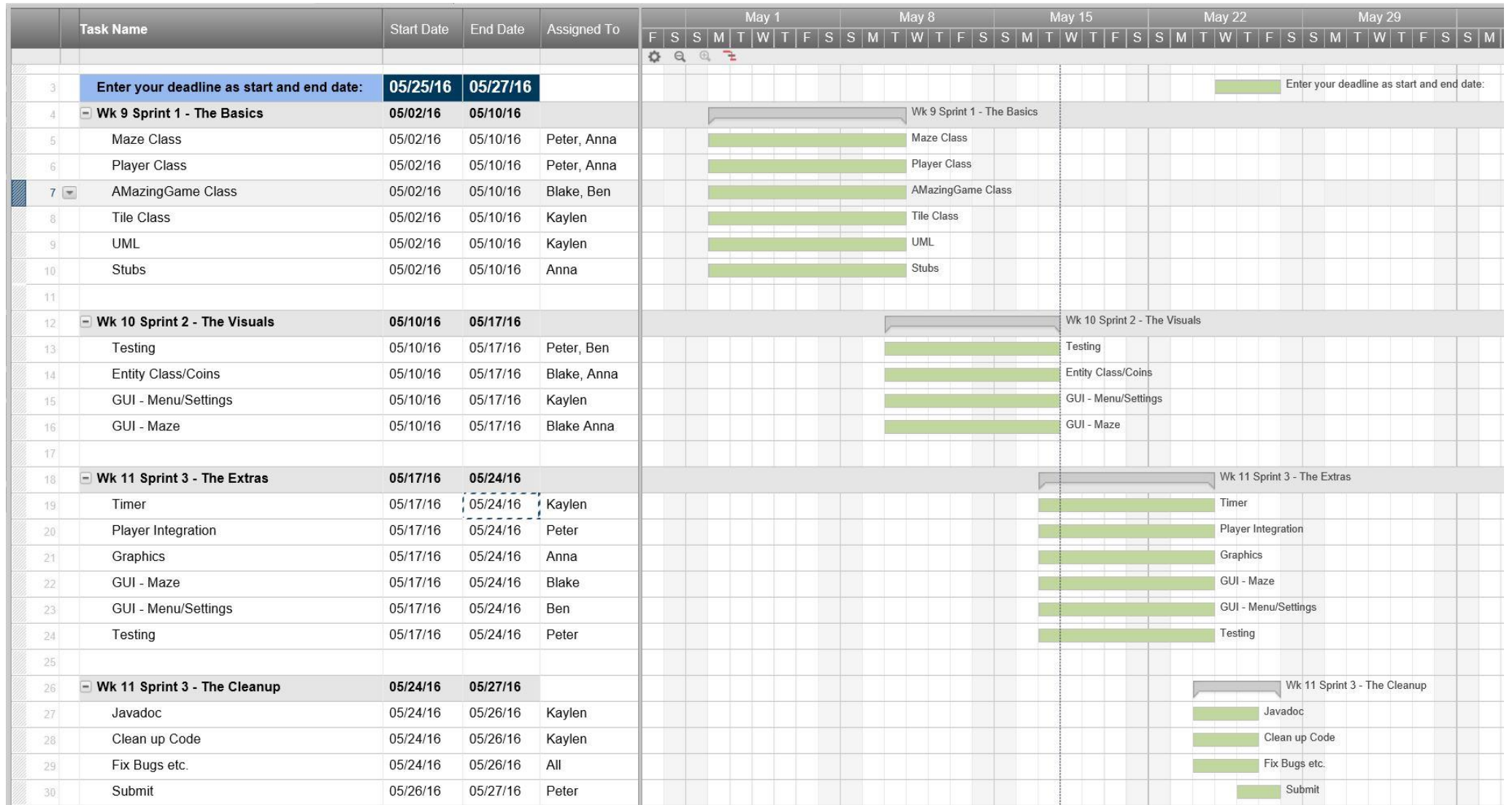


I Believe I Can Fly - Design Documentation

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 menu
- 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



Sprint Boards

WEEK 9 – 2/5				
Peter	Blake	Ben	Anna	Kaylen
- Maze	- AMazingGame	- AMazingGame	- Maze	- UML
- 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
WEEK 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

