Fighting Mongoose
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2nd Iteration

These are the last few pushes that we did.

Got a functional gui maze that has movement through doors working as well as the question box popping up.
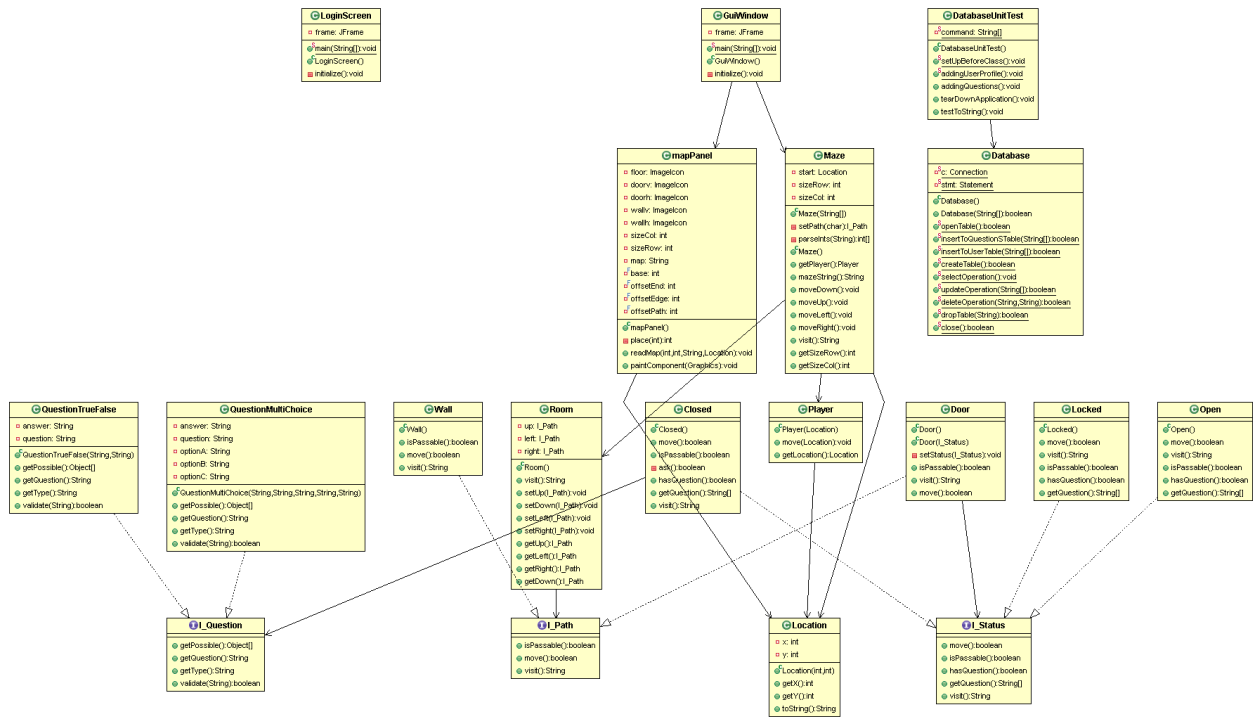
We have our creating new user window up for new users to create their very own profile. This will check to see if the username is already taken.

This is the admin window, where he/she can update any table (User or Question).

So far our velocity has been 8 points per iteration. As you can see we still have stories on the Icebox and working our way through the backlog and current task.

LoginScreen
- frame: JFrame
- main(String[]):void
- LoginScreen()
- initialize():void

GuiWindow
- frame: JFrame
- main(String[]):void
- GuiWindow()
- initialize():void

DatabaseUnitTest
- command: String[]
- DatabaseUnitTest()
- setUpBeforeClass():void
- addingUserProfile():void
- addingQuestions():void
- tearDownApplication():void
- testToString():void

mapPanel
- floor: ImageIcon
- doorv: ImageIcon
- doorh: ImageIcon
- wallv: ImageIcon
- wallh: ImageIcon
- sizeCol: int
- sizeRow: int
- map: String
- base: int
- offsetEnd: int
- offsetEdge: int
- offsetPath: int
- mapPanel()
- place(int):int
- readMap(int,int,String,Location):void
- paintComponent(Graphics):void

Maze
- start: Location
- sizeRow: int
- sizeCol: int
- Maze(String[])
- setPath(char):I_Path
- parseInts(String):int[]
- Maze()
- getPlayer():Player
- mazeString():String
- moveDown():void
- moveUp():void
- moveLeft():void
- moveRight():void
- visit():String
- getSizeRow():int
- getSizeCol():int

Database
- c: Connection
- stmt: Statement
- Database()
- Database(String[]):boolean
- openTable():boolean
- insertToQuestionsTable(String[]):boolean
- insertToUserTable(String[]):boolean
- createTable():boolean
- selectOperation():void
- updateOperation(String[]):boolean
- deleteOperation(String,String):boolean
- dropTable(String):boolean
- close():boolean

QuestionTrueFalse
- answer: String
- question: String
- QuestionTrueFalse(String,String)
- getPossible():Object[]
- getQuestion():String
- getType():String
- validate(String):boolean

QuestionMultiChoice
- answer: String
- question: String
- optionA: String
- optionB: String
- optionC: String
- QuestionMultiChoice(String,String,String,String,String)
- getPossible():Object[]
- getQuestion():String
- getType():String
- validate(String):boolean

Wall
- Wall()
- isPassable():boolean
- move():boolean
- visit():String

Room
- up: I_Path
- left: I_Path
- right: I_Path
- Room()
- visit():String
- setUp(I_Path):void
- setDown(I_Path):void
- setLeft(I_Path):void
- setRight(I_Path):void
- getUp():I_Path
- getLeft():I_Path
- getRight():I_Path
- getDown():I_Path

Closed
- Closed()
- move():boolean
- isPassable():boolean
- ask():boolean
- hasQuestion():boolean
- getQuestion():String[]
- visit():String

Player
- Player(Location)
- move(Location):void
- getLocation():Location

Door
- Door()
- Door(I_Status)
- setStatus(I_Status):void
- isPassable():boolean
- visit():String
- move():boolean

Locked
- Locked()
- move():boolean
- visit():String
- isPassable():boolean
- hasQuestion():boolean
- getQuestion():String[]

Open
- Open()
- move():boolean
- visit():String
- isPassable():boolean
- hasQuestion():boolean
- getQuestion():String[]

I_Question
- getPossible():Object[]
- getQuestion():String
- getType():String
- validate(String):boolean

I_Path
- isPassable():boolean
- move():boolean
- visit():String

Location
- x: int
- y: int
- Location(int,int)
- getX():int
- getY():int
- toString():String

I_Status
- move():boolean
- isPassable():boolean
- hasQuestion():boolean
- getQuestion():String[]
- visit():String

As of now, this is our current class diagram.