

Release 1

Group Name, Group Members

- Team name: Seven Friendly Programmers and one Devil
- *Audrey Wang*
Alyssa Pacleb
Daniel Sanchez
Garrett Willis
Grey Huffines
Nick Doelger
Terry Woodard
Tyson Smiter

General Description of Project (based on Project #2 posted but with group specific choices)

- Trivia game with pass and play components. There will be multiple categories of multiple types of questions, with several questions per category. The questions will get harder as the point values increase, and will consist of multiple choice and true false questions. The questions themselves, as well as their answers will be pulled from multiple text files. The categories are yet to be determined, and will be chosen by each group member individually.

Details of what your project/project solution will contain the required elements (based on Project #2 posted but with group specific choices)

- Questions will be stored in text files, organized by category, which will be read in whenever a category is chosen
- We will have multiple choice and true/false questions
- The game will be constructed utilizing the Pygame software
- Each correctly-answered question will grant a certain score which will be displayed on screen
- The game will end when one of the players reaches a certain predetermined final score

Plan of work (this can be in a list, a table, a chart, a diagram, whatever you feel makes sense) with updates of what has been accomplished or not

- To-Do:
 - Connect main menu and game board
 - Create multiplayer functionality
 - Create more unique questions
 - Aesthetic changes
- Done:
 - Created basic board
 - True/False and multiple choice functionality
 - Read from question files

User Stories

Estimation of difficulty, Estimation of time, Pair worked on/plan to work on. (Equal difficulty for all)

1. Create main menu
 - a. Start menu: start game, settings, saved files
 - b. Game over menu: who won, play again, etc
2. Multiplayer
 - a. Make the game turn based/sequential by submitting answers or having a time limit to answer the question, then letting another player repeat the process.
3. Question Selection
 - a. Buttons to select questions in each category, as well as which level of difficulty for the questions.
4. Categories
 - a. Make different categories for questions.
5. File Reading
 - a. Read from a file to display player information, specifically reading the questions and answers from a text file.
6. Final question/endgame
 - a. Final question that all players answer, potentially multiplying the score of or giving a chance at a comeback to losing players. Will be more difficult and appear after all other questions are exhausted.
7. Scoring
 - a. Values will be assigned to questions based on difficulty, and the player will either gain or lose the appropriate amount of points based on whether that get the right or wrong answer.
8. Question types
 - a. Will support true/false and multiple choice questions, will read both from differing text files

All Unit Tests so far

- Test_question_reader.py

All Acceptance Tests so far

- As a group, we run the code and ensure that

Pair programming chart

		Names								Expected Time (hours)	Actual Time (hours)
		Audrey	Alyssa	Daniel	Garrett	Grey	Nick	Terry	Tyson		
Tasks Ordered by Priority	Menus	---		---						5	
	Multiplayer		---				---		---	5	
	Question selection				---	---	---			5	
	Categories			---			---	---		5	
	File reading	---			---	---				5	
	Final question/endgame	---		---					---	5	
	Scoring		---			---		---		5	
	Question types		---		---			---		5	

Majors changes / alterations / things dropped from final release

- There are no major alterations or changes from the original project plan.

