Project #3: Release #2

Select the second part of the project you wish to work on. Remember it should be "freestanding".
The second module of this project was the trivia minigame.

Create the user stories, unit testing, and acceptance testing for the second portion of the project

1. Question loading
    - Load in questions from a text file and store them in a list for retrieval when minigame is started

2. Question display
    - When minigame is triggered, make the game board disappear and display the question text and answer choices. Once an answer is chosen, display the correct answer

3. Minigame triggering
    - Detect when a player lands on a trivia space and begin the game. Once a player has answered, allow for a key-press to end the minigame and return to the main game board functionality

4. Display Player scores and active player number
    - Display saved player scores and display active player numbers as each player rolls the die.

Create a plan of work
Create questions file
Refactor question_reader.py to read in questions
Refactor Trivia.py functions and classes to handle question storage/display, answer checking, etc.
Implement trivia minigame spaces and debug

General Description of Overall Project (repeat if not changed, otherwise update)
This project will use python and pygame to create an immersive gaming experience and engage users who have attention span issues. The game itself will be a board game with mini games in which players are trying to score the most points within a limited amount of turns. Potentially useful in waiting rooms for pediatric care to calm children before appointments and allow them to interact with other children to alleviate stress and boredom before appointments and procedures.

Details of what your project/project solution will contain (repeat if not changed, otherwise update)
This project will contain modular programming, file inputting and outputting, unit testing, acceptance testing, refactoring, and other elements of Xtreme Programming.

Show what parts have been completed in you detailed plan of work from release #0
Discuss any changes from release #0 (if any)

The main menu and trivia sections of the project are completed. The main menu passes through each instruction screen and the trivia questions are reused from Trivia.py (for now).

Refactor at least 3 times within your code (these could be an algorithm re-design / improvement, code cleaning up, increase/decrease the number of functions/methods, improvement of code structure, change in data structure, etc)
Refactored question_reader.py to load questions for this project.
Refactored/renamed “scrollPractice.py” to “gameBoard.py” to link board looping to mainMenu.py.
question_handling.py is a heavily refactored version of the code from Trivia.py with unnecessary classes/functions removed and remaining functions almost completely overhauled to work with gameBoard.py

Updated pair programming chart

		Names								Expected Time (hours)	Actual Time (hours)
		Audrey	Alyssa	Daniel	Garrett	Grey	Nick	Terry	Tyson		
Tasks Ordered by Priority	Board Design	---		---						8	
	Character movement			---				---	---	6	
	Minigame 1: Platformer	---				---	-			3	
	Minigame 2: Trivia		---			---				3	8
	Potential 3rd Minigame								---	5	
	Endgame screen		---						---	5	
	Scoring					---		---		8	4
	Space Design						-			6	
	Turn System						-	---	---	5	
	Menus	---	---	---						5	

Write up a paragraph or two reflection on how the project is going, problems, etc
The project is currently at a simple state. Aesthetically, the game board will be improved and the scrolling of the board will be improved for user friendliness. The functionality of playing a minigame when landing on a certain tile does not initially appear to be difficult to implement. Most basic elements of the project

are functional separately and the remainder of this project will be connecting these parts. As a group, we will dedicate time to debugging and using software engineering techniques.