

Labor Plan

Isabelle:

Place class and methods

WellesleyMap class and methods.

Writing files places_list.txt and arcs_list.txt to be used with WellesleyMap to create Place vertices and edges between adjacent Places.

Taking some photos of places on campus

Directions in GUI, directions for how to run program in hard copy submission

Technical report for Place, WellesleyMap, Question, and

Jannitta:

ChooseYourOwnAdventure class with decision tree/expert system and queue of Places visited and methods

Creating ChooseYourOwnAdventure binary tree

Question class and methods

Technical report for ChooseYourOwnAdventure class

Taking some photos of places on campus

User's manual

Created cover page and directions

Silvia:

WellesleyAdventure class which sets up the elements of the GUI and updates them according to interaction from the user according to the input in three listener classes, NavListener, PlaceListener, and QuizListener, which respond to button clicks from the navigation bar, from within explore mode, and from within adventure mode, respectively.

The WellesleyAdventure class has a no-parameters constructor, which calls initUI() to set up the GUI, which is then maintained by calling the update(), addPlaceListeners(), getNav(), goHome(), goToMap(), returnToPlace(), goToAbout(), and goToQuiz(), which are responsible for keeping the visual elements of the GUI in line with the state of the back end.

WellesleyGUI class which creates a new instance of the WellesleyAdventure class to run in its main method

Writing various GUI elements which were used to make up the components of the WellesleyAdventure GUI:

MapPanel - JPanel which contains a map of Wellesley and a grid layout with buttons which lead to individual places on the Wellesley campus

PlacePanel - JPanel which contains a photograph of a location on Wellesley's campus along with a InfoBar with the name of the place and a list of buttons leading to adjacent places

QuestionPanel - JPanel which contains an InfoBar with a question to the user and two answers which in turn lead to another QuestionPanel with either a further question or an analysis of the user's 'day'

NavBar - defines the navigation bar to the left side which is present throughout the program

NavBarButton - class representing one of the buttons in the NavBar class

InfoBar - either displays a title and a list of buttons or a title and a description, according to the constructor used; is used to display the information under the photographs of places in Explore mode and to display questions and answers in Adventure mode

Added getCurrentQuestion() and answerQuestion() methods to ChooseYourOwnAdventure class in order to interact with the binary tree contained therein
Taking some photos of places on campus