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Displaying last 4 iterations. Show all.

▶ 0 points 2 • 13 - 19 Feb • 100%

▼ 13 points 3 • 20 - 26 Feb • 100%

★ = Set up database (JL, CA, FL) ☐

★ = As a player, I should have a desired name, so that I distinguish myself. (FL) ☐

★ = As a player, I should be in a room, so that I can select a door. (CA) ☐

★ = As a player, I should be in a maze, so that I can explore paths. (CA) ☐

★ = As a player, I should have hp, so that I know my health status. (FL) ☐

★ - As a player, I should see File and Help tabs on interface, and be able to get information when I click "About" and "Game Instruction" sub-tabs. (JL) ☐

★ - As a player, I should see question and associated answer on the interface, and checking my answer is right or wrong as well. (JL) ☐

▼ 7 points 4 • 27 Feb - 5 Mar • 100%

★ = As a player, I am able to use shortcut keys to control the program. (e.g. "CTRL + N" to start a new game.) (JL) ☐

★ = As a player, I should be able to select a door, so I can get a question. (CA) ☐

★ = As a player, I should stop and save my progress and get confirmation feedback, so that I can keep playing later(FL). (FL) ☐

▶ 0 points 5 • 6 - 12 Mar • 100%

39 of 39 points

6 • 13 - 19 Mar • 100%

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- ★ = As a player, I should be able to answer a question, so that I can unlock a door. (CA) ☐
- ★ = As a player, I should be able to move to the adjacent room when answer the question right (CA) ☐
- ★ = Adding docstring for all .py files. (CA, FL, JL) ☐
- ★ = Updating UML diagram. (CA, FL, JL) ☐
- ★ = Updating SRS document. (CA, FL, JL) ☐
- ★ = Create maze class and its method (CA) ☐
- ★ = Create player class and its method (CA) ☐
- ★ = As a player, I should get feedback for my answer, so I know if I was right. (CA, JL) ☐
- ★ = Putting slides together for presentation. (CA, FL, JL) ☐
- ★ = Add golden key feature (FL) ☐
- ★ = Unit tests for Controller, Player (FL) ☐
- ★ = As a player, I should know how many golden keys I have, so that I can open multiple doors. (FL, JL) ☐
- ★ = As a player, I should know when I have a golden key, so that I can open a door. (FL, JL) ☐
- ★ = As a player, I should be able to restart, so that I can begin a new game. (FL, JL, CA) ☐
- ★ = As a player, I should be able to get feedback when I have won, so that I know when I succeeded. (JL) ☐
- ★ = As a player, I should be able to get feedback when I have lost, so that I know when the game is over. (JL) ☐
- ★ = As a player, I can start where I left off, so that I do not start from the beginning.. (FL) ☐

Icebox

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★

*As a player, I should be prompted questions with a theme, so that my knowledge on a subject is tested.*

☐

★

*Sample format: As a player I want to move through a maze to get to the exit*

☐