

dev-jesse ▾

Commits on Feb 28, 2023

restore to selected working version of player class and its tests, al... [...](#)

 jessef10 committed 2 weeks ago

merge with new gui

 jessef10 committed 2 weeks ago

add background for menu button

Candice Long authored and Candice Long committed 3 weeks ago

Commits on Feb 27, 2023

added TriviaMazeGUI class to display room,door state and other basic ... [...](#)

Candice Long authored and Candice Long committed 3 weeks ago

include changes from reformatted methods

 jessef10 committed 3 weeks ago

Commits on Feb 26, 2023

merge with gui upates

 jessef10 committed 3 weeks ago

make connection to databse work with local setup; fix unit tests desc... [...](#)

 jessef10 committed 3 weeks ago

adding pictures for GUI Icon.

 l j4028aim committed 3 weeks ago

adding functions for GUI so user shall see the answer on the interfac... [...](#)

 l j4028aim committed 3 weeks ago

Commits on Feb 25, 2023

make adjustmenst to file structure, update UML typo

 jessef10 committed 3 weeks ago

make adjustmenst to file structure, update UML typo

 jessef10 committed 3 weeks ago

Commits on Feb 23, 2023

first commitment for GUI, set up the frame, File and Help tabs and as... ...

 lj4028aim committed 3 weeks ago

add text file message for game instruction

 lj4028aim committed 3 weeks ago

add text file message for About

 lj4028aim committed 3 weeks ago

🔗 Commits on Feb 19, 2023

Add edge cases to unit tests; Fix player class methods that fail test... ...

 jessef10 committed last month

Add unit tests for Player class; Change default name of player in init

 jessef10 committed last month

Update Player functions; add docstring comments to functions; include... ...

 jessef10 committed last month

merge with main

 jessef10 committed last month

re-format 'get_questions' and 'get_answer' methods' format, adding ne... ...

 lj4028aim committed last month

🔗 Commits on Feb 18, 2023

adding select_questions.py file

 lj4028aim committed last month

commented 'create_questions' method

 lj4028aim committed last month

🔗 Commits on Feb 12, 2023

added code framework for TriviaMaze

Candice Long authored and Candice Long committed on Feb 12

import all questions into database

 lj4028aim committed on Feb 12

🔗 Commits on Feb 11, 2023

add TraviaMaze questions in both text and csv type to the folder

 lj4028aim committed on Feb 11

🔗 Commits on Feb 10, 2023

re-organize project folder



lj4028aim committed on Feb 10

add updated SRS file



lj4028aim committed on Feb 10

add UML to project folder



lj4028aim committed on Feb 10

🔑 Commits on Feb 3, 2023

finish writing chapter 4 and 5



lj4028aim committed on Feb 3

🔑 Commits on Feb 1, 2023

Add UML feedback in UML draft2 document



jessef10 committed on Feb 1

first commitement of SRS_Trivia Maze



lj4028aim committed on Feb 1

add UML diagram link



lj4028aim committed on Feb 1

🔑 Commits on Jan 27, 2023

add sample files as reference.



lj4028aim committed on Jan 27

initial commitment. Copy and paste all .py files and UML diagram.



lj4028aim committed on Jan 27

Initial commit



lj4028aim committed on Jan 27

[Newer](#)

[Older](#)