

Tag: GUI Design

Priority: 1

Description:

Design whole application GUI. Present to other team members.

Notes:

On paper or in Photoshop

Estimate: 2H

WHO		TASK	ESTIMATE
SANO		TBA	0H
SAMO		TBA	0H

Tag: GUI Programming – Main Menu basic

Priority: 1

Description:

Main menu should consist of “New Game”, “Load Game” and “Exit” buttons

Notes:

Estimate: 3H

WHO	TASK	ESTIMATE
SANO	TBA	0H
SAMO	TBA	0H

Tag: GUI Programming – Main Menu pop-ups

Priority: 2

Description:

When “New Game” is selected, pop-up window will appear, showing new game settings.
When “Load Game” is selected, file dialog will show.

Notes:

Estimate: 4h

- New game settings should include:
- Game size slider
 - Radio button switch for numbered/image tiles
 - Image selection button

WHO	TASK	ESTIMATE
SANO	TBA	0H
SAMO	TBA	0H

Tag: GUI Programming – Game Screen

Priority: 1

Description:

Game screen should contain:

- place with game tiles
- “Save Game”, “Exit” buttons.
- Place with game statistics (moves took, time elapsed)

Notes:

Estimate: 4h

WHO	TASK	ESTIMATE
SANO	TBA	0H
SAMO	TBA	0H

Tag: Controller – Event handling (mouse)

Priority: 2

Description:

User can click on tile, which will switch it’s position with empty tile if possibru.

Notes:

Tasks will be planned after initial GUI implementation is known.

Estimate: 3h

WHO		TASK	ESTIMATE
MARTIN		TBA	0H
FILIP		TBA	0H

Tag: Controller – Event handling (buttons)

Priority: 2

Description:

Controller will call appropriate engine/renderer functions when buttons are pressed.

Notes:

Estimate: 4h

WHO	TASK	ESTIMATE
MARTIN	TBA	0H
FILIP	TBA	0H

Tag: Controller - foundation

Priority: 1

Description:

Controller will have instance of Engine and Renderer and will initialize them properly on start.

Notes:

Estimate: 2h

WHO	TASK	ESTIMATE
FILIP	Create basic controller skeleton (javaFX main class)	0.1H

Tag: Engine – Save and Load game

Priority: 3

Description:

- User will be able to save a game while playing.
- User will be able to load game while in menu.

Notes:

Estimate: 5h

WHO	TASK	ESTIMATE
MATUS	TBA	0H
TOMAS	TBA	0H

Tag: Engine – Move and Time counter

Priority: 3

Description:

- Game will track players move count.
- Game will track players elapsed time.

Notes:

Estimate: 1h

WHO	TASK	ESTIMATE
TOMAS	Added move and time counter to game data	1H