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| Tag: | GUI Design | Priority: 1 |
| Description: | | |
| Design whole application GUI. Present to other team members. | | |
| Notes: | | Estimate: 2H |
| On paper or in Photoshop | | |
| |  |  |  | | --- | --- | --- | | Who | Task | Estimate | | sano | TBA | 0H | | SAMO | TBA | 0H | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | | | |

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| --- | --- | --- |
| 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 | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | | | |

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| --- | --- | --- |
| 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 | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | | | |

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| --- | --- | --- |
| 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 | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | | | |

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| --- | --- | --- |
| 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: | | Estimate: 3h |
| Tasks will be planned after initial GUI implementation is known. | | |
| |  |  |  | | --- | --- | --- | | Who | Task | Estimate | | MARTIN | TBA | 0h | | Filip | TBA | 0h | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | | | |

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| --- | --- | --- |
| Tag: | Controller – Event handling ( buttons ) | Priority: 2 |
| Description: | | |
| Controller will call appropriate engine/renderer functions when buttons are pressed. | | |
| Notes: | | Estimate: 4h |
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| |  |  |  | | --- | --- | --- | | Who | Task | Estimate | | Martin | TBA | 0h | | Filip | TBA | 0h | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | | | |

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| --- | --- | --- |
| Tag: | Controller - foundation | Priority: 1 |
| Description: | | |
| Controller will have instance of Engine and Renderer and will initialize them properly on start. | | |
| Notes: | | Estimate: 2h |
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| |  |  |  | | --- | --- | --- | | Who | Task | Estimate | | filip | Create basic controller skeleton ( javaFX main class ) | 0.1h | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | | | |

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| 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 | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | | | |

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| --- | --- | --- |
| Tag: | Engine – Move and Time counter | Priority: 3 |
| Description: | | |
| Game will track players move count.  Game will track players elapsed time. | | |
| Notes: | | Estimate: 1h |
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| |  |  |  | | --- | --- | --- | | Who | Task | Estimate | | TOMAS | Added move and time counter to game data | 1h | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | |  |  |  | | | |