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| **Need to Have:** | **Nice to Have:** |
| Maze that user navigates from Start to End |  |
| Maze is composed of rooms |  |
| Each room has 1 or more doors |  |
| In order for user to pass through door, they must  correctly answer a trivia question |  |
| T/F Questions and Answers stored in SQLite DB | Multiple choice, short answer questions as well |
| If user is unable to answer question, door locks  Permanently |  |
| If user is unable to make it from Start to End due to locked doors, GAME OVER | Place items in room that can help the user: e.g. magic key that gets you through one door |
| Display current room and entire maze |  |
| Maze should be at least 4X4 |  |
| Randomly place entrance and exit (? Ask Tom for clarification) |  |
| Must have classes: Maze, Room, Question\_Answer, TriviaMaze (entry point to game and runs the program) |  |
| Ability to save current state (Memento design pattern, pickling/serialization) |  |
| MVC Design Pattern |  |
| GUI interface must contain:  -Menu system with choices:  1. File (Save Game, Load Game, Exit)  2. Help (About, Game Play Instructions)  -Something that displays info about room  -Something that allows user nagivation  -Section that displays current question (updated dynamically) | Incorporation of sounds and other multimedia  (e.g. four man bobsled logo) |
| Program must read form a SQlite database file |  |