

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 |
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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:

Tasks will be planned after initial GUI implementation is known.

Estimate: 3h

| 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

| 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

| 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 | Add game saving and loading capabilities | 2H |
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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

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