

15 commits

5 branches

0 releases

3 contributors



Branch: davidBranch ▾

CSCD350TriviaMaze / +



This branch is 7 commits ahead, 9 commits behind master.

[Pull request](#) [Compare](#)

David2Walker Merging Class together, Saving + Main + Maze + Players (No Question/DB) Latest commit 7db74d4 17 hours ago

.idea	Merging Class together, Saving + Main + Maze + Players (No Question/DB)	17 hours ago
out/production/CSCD350Trivi...	Added Maze Files	21 hours ago
CSCD350TriviaMaze.iml	merged to work with intellij (hopefully)	8 days ago
CellType.java	Added Maze Files	21 hours ago
Ellers.java	Added Maze Files	21 hours ago
Item.java	Added Trivial Util + save feature	8 days ago
Maze.java	Added Maze Files	21 hours ago
MazeTester.java	Added Maze Files	21 hours ago
Player.java	Merging Class together, Saving + Main + Maze + Players (No Question/DB)	17 hours ago
README.md	Revert "Revert "Initial commit""	17 days ago
TriviaMain.java	Merging Class together, Saving + Main + Maze + Players (No Question/DB)	17 hours ago
saved.ser	merged to work with intellij (hopefully)	8 days ago
triviaUtil.java	Merging Class together, Saving + Main + Maze + Players (No Question/DB)	17 hours ago

TriviaMazeToBeContinuedCSC... (Public)

63

3

AA

+ Add Story

My Work2

Current

Backlog

Icebox

Done

Epics

Labels

Charts

Project History

Current 6

23 Nov - Current

Pts: 0 of 14

4

As a developer, I want to store the keywords for the short answer questions as a comma separated value in the database so that it will be easy to read in the list as a String and split in into individual words. (NW)

Deliver

4

As a developer, I want to have a flag variable to determine when a question has been seen by the user. (NW)

Deliver

4

As a developer I want to be able to retrieve questions from the database randomly so the player can't expect certain questions. (NW)

Deliver

4

As a developer I want to parse questions from the database into an easily readable object to simply asking questions during game play. (NW)

Deliver

4

As a developer, I want to have a way to interpret user input for short answer questions. (JR)

Accept

Reject

4

As a developer I want to acknowledge that the player has answered the question correctly, as long as his/her answer contains one of the keywords. (JR)

Accept

Reject

4

As a dev I want to start tying together classes to make a more complete game (Main + Maze and Saving, not yet tied with Questions/Database) (DA)

Finish

4

As a developer, I want to have sounds effects to a door closing, the user getting a question correct, the user choosing a hint, etc. (DA)

Finish

Backlog 6

30 Nov

Pts: 6

5

As a developer I need to research and create trivia questions for the maze doors.

Start

5

As a developer, I want to scrub the input the user enters.

Start

5

As a developer, I want to be able to save the flag variable for a question along with the rest of the game so that they can be reloaded when the user chooses to continue the game.

Start

6

7 Dec

Pts: 4

6

As a developer I want to reset the the flags for the questions whenever the majority of the questions have been seen by that user so that we don't spend too much time looking for a question.

Start

6

As an administrator, I want to able to add new questions to the database so that the game can be updated easily.

Start

Icebox 6

Create a GUI for the admin tool for entering questions.

Start

6

As a user, I want to have special hints for the multiple choice and short answer questions.

Start