

# CSCD 350 Software Engineering

## Pivotal Tracker Final Screenshots

Link to the project: <https://www.pivotaltracker.com/n/projects/1467070>

Completed tasks:

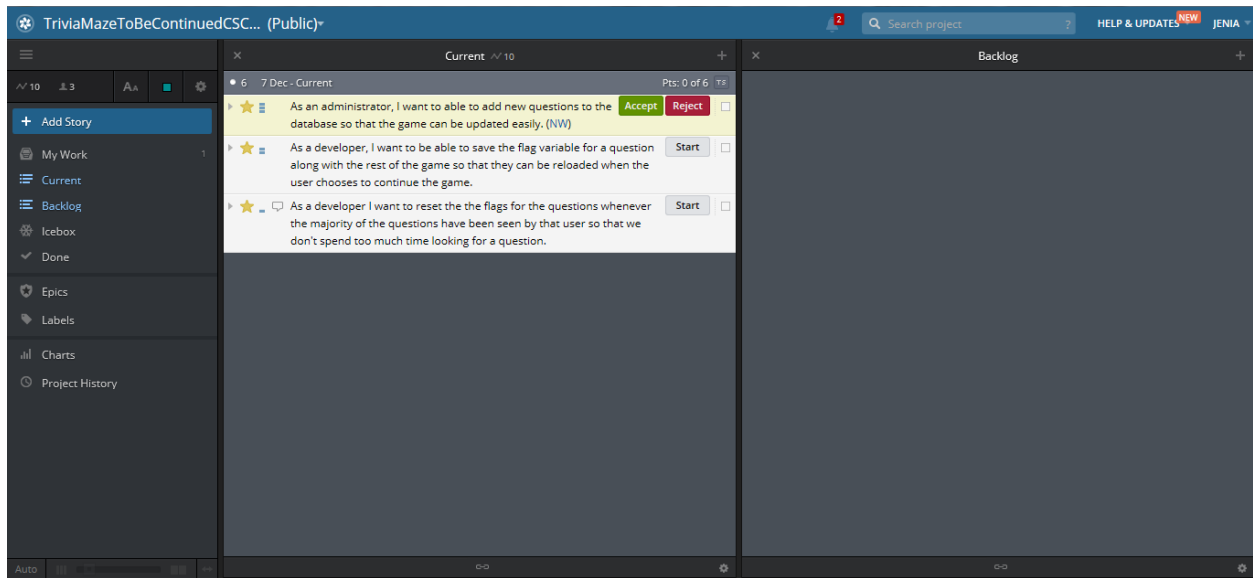
This screenshot shows the Pivotal Tracker interface for the project 'TriviaMazeToBeContinuedCSC... (Public)'. The left sidebar contains navigation options: My Work, Current, Backlog, Icebox, Done, Epics, Labels, Charts, and Project History. The main area displays a list of tasks under the 'Done' column. The tasks are grouped by dates: 2 Nov, 9 Nov, 16 Nov, and 23 Nov. Each task is a user story or technical requirement, often starting with 'As a user/developer I want...'. The tasks are marked as completed with a green checkmark in the rightmost column. The total points for the completed tasks are 12, 3, 5, and 9 respectively.

Date	Task Description	Points
2 Nov	As a user I want to be able to choose the difficulty level at the start of a new game. (DA)	12
2 Nov	As a developer I want to design an efficient database schema to store trivia questions. (NW)	12
2 Nov	As a user I want to see that path I have already taken within the maze. (JR)	12
2 Nov	As a user I want a visual representation of the maze and my current location in the maze. (JR)	12
2 Nov	As a developer, I want check if there still exists an open path to the end position once the user has answered a question wrong and the door has been blocked off. (JR)	12
2 Nov	As a developer, I want a new maze to be randomly generated at the start of each new game so that the game will be more interesting for the user. (JR)	12
2 Nov	As a developer I need the base classes so that the game runs (DA)	12
2 Nov	As a developer I want to have special items for the user to be able to unlock doors, bypass questions, etc... (DA)	12
9 Nov	Create a hierarchy for the different types of questions. (JR)	3
9 Nov	As a developer I want the answer choices for multiple choice questions to be displayed in a random order each time that question is presented so that the user cannot memorize the answers. (JR)	3
9 Nov	As a developer I want to develop a database utility that will allow other aspects of the game to interact with the database without knowing how the database is implemented. (NW)	3
16 Nov	As a developer, I want to have a way to interpret user input for short answer questions. (JR)	5
16 Nov	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)	5
16 Nov	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)	5
16 Nov	As a developer, I want to have a flag variable to determine when a question has been seen by the user. (NW)	5
23 Nov	As a developer I want to develop a database utility that will allow other aspects of the game to interact with the database without knowing how the database is implemented. (NW)	9
23 Nov	As a developer, I want to have a way to interpret user input for short answer questions. (JR)	9
23 Nov	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)	9
23 Nov	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)	9
23 Nov	As a developer, I want to have a flag variable to determine when a question has been seen by the user. (NW)	9

This screenshot shows the Pivotal Tracker interface for the project 'TriviaMazeToBeContinuedCSC... (Public)'. The left sidebar contains navigation options: My Work, Current, Backlog, Icebox, Done, Epics, Labels, Charts, and Project History. The main area displays a list of tasks under the 'Done' column. The tasks are grouped by dates: 23 Nov and 30 Nov. Each task is a user story or technical requirement, often starting with 'As a user/developer I want...'. The tasks are marked as completed with a green checkmark in the rightmost column. The total points for the completed tasks are 9 and 17 respectively.

Date	Task Description	Points
23 Nov	As a developer I want to develop a database utility that will allow other aspects of the game to interact with the database without knowing how the database is implemented. (NW)	9
23 Nov	As a developer, I want to have a way to interpret user input for short answer questions. (JR)	9
23 Nov	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)	9
23 Nov	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)	9
23 Nov	As a developer, I want to have a flag variable to determine when a question has been seen by the user. (NW)	9
23 Nov	As a developer I want to be able to retrieve questions from the database randomly so the player can't expect certain questions. (NW)	9
23 Nov	As a developer I want to parse questions from the database into an easily readable object to simply asking questions during game play. (NW)	9
30 Nov	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)	17
30 Nov	As a developer, I want to block off the cell in the maze when the player gets a question wrong. (JR)	17
30 Nov	As a developer, I want to query the database for the appropriate type of question when the player lands on that type of question in the maze. (JR)	17
30 Nov	As a dev I need the questions/DB tied with the Maze so that questions work with the Maze (DA)	17
30 Nov	As a developer I need to finish/test game processes and features so things run smoothly => (DA)	17
30 Nov	As a developer I need to polish the saving process so the game can run/load from save (DA)	17
30 Nov	As a developer I need to research and create trivia questions for the maze doors. (DA)	17
30 Nov	As a developer, I want to scrub the input the user enters. (JR)	17

## Uncompleted tasks:



## Tasks still in the Icebox:

