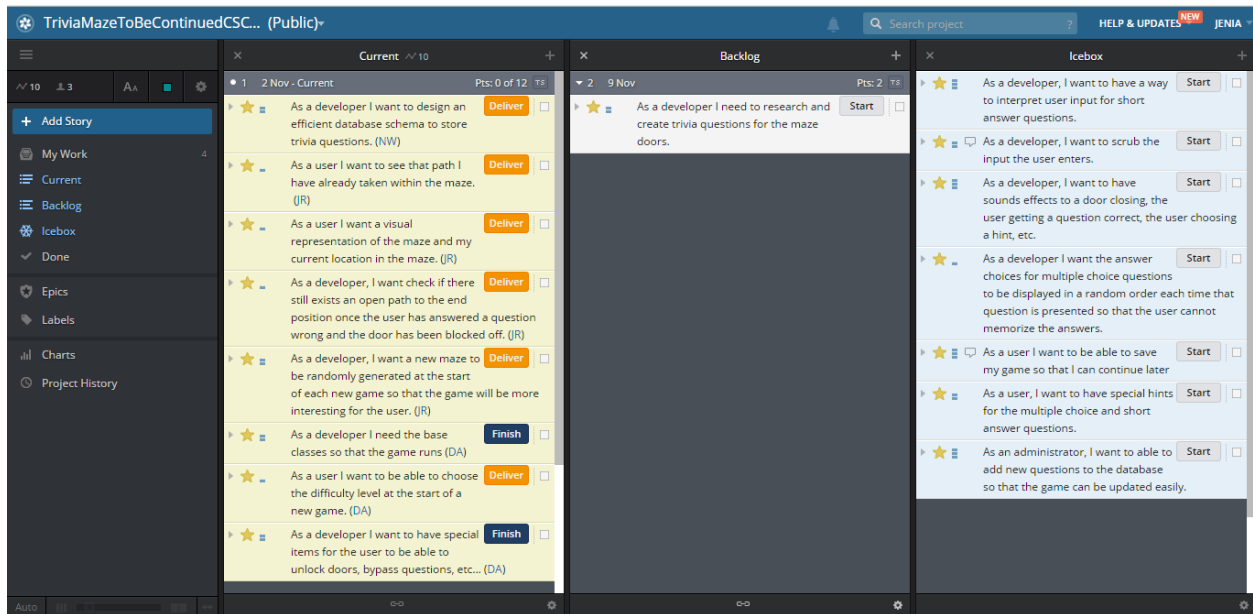


CSCD 350 Software Engineering

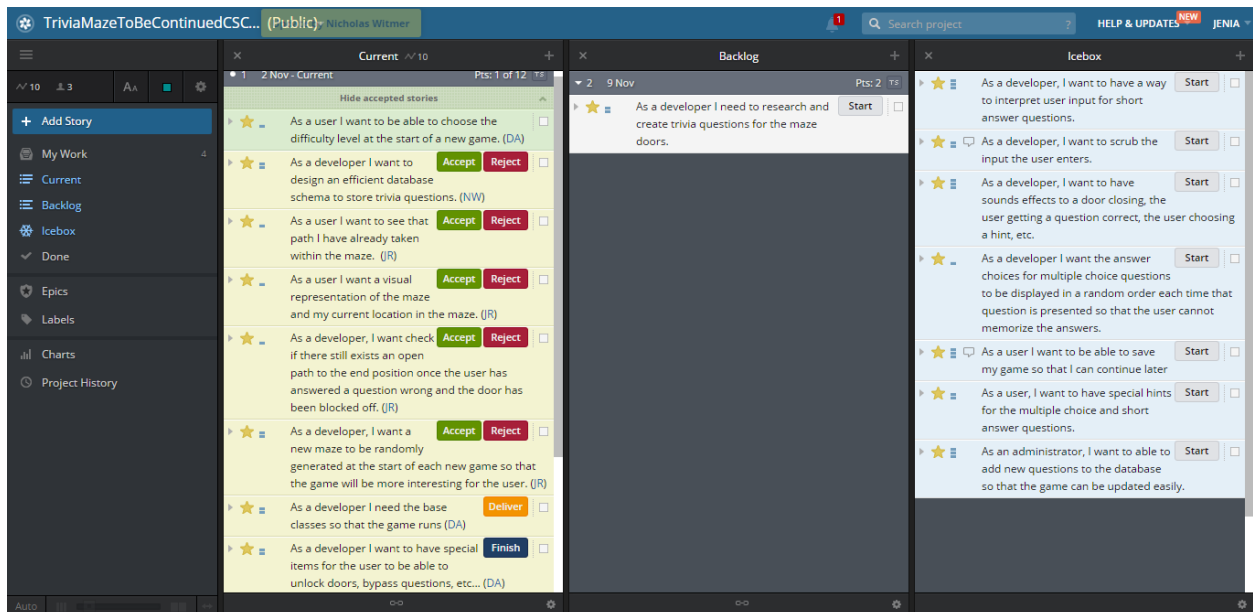
End of 1st Iteration

Jenia's Work for Iteration 1:

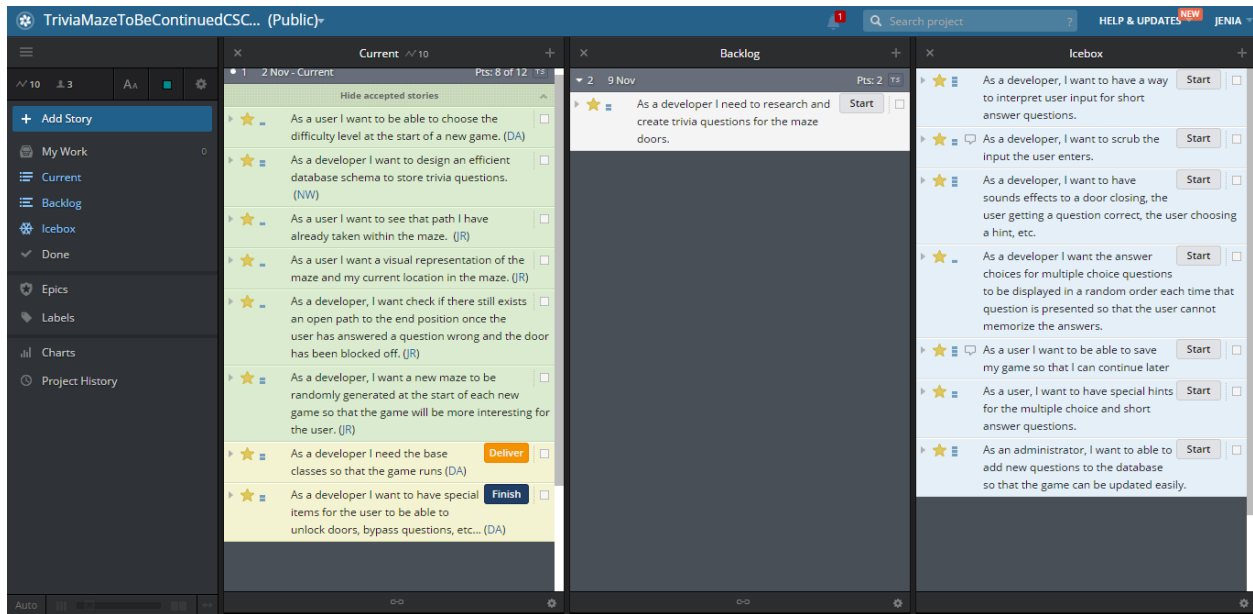
Finishing stories:



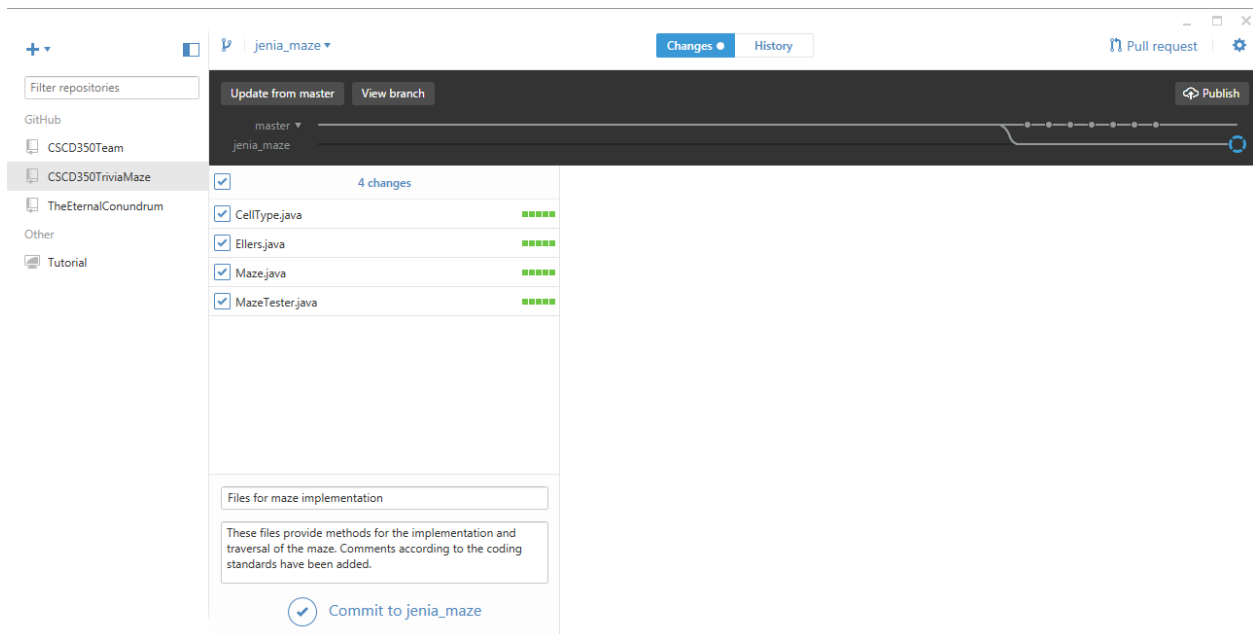
Delivering user stories:



Stories accepted:



Adding files to GitHub:



Committing the changes:

The screenshot shows the IntelliJ IDEA interface with the 'jenia_maze' branch selected. The 'Files for maze implementation' directory is highlighted in the left sidebar. The main panel shows the files in this directory: CellType.java, Ellers.java, Maze.java, and MazeTester.java. The commit message at the bottom is 'Created commit: 'Files for maze implementation''.

Code Snippets:

The screenshot shows the IntelliJ IDEA interface with the 'jenia_maze' branch selected. The 'Files for maze implementation' directory is highlighted in the left sidebar. The main panel shows the code snippets for the files in this directory. The code snippets are displayed in the main panel, showing the implementation of the Maze class.

```
3 + import java.util.Scanner;
4 +
5 + /**
6 +  * Maze.java
7 +  * Author: Jenia Rousseva
8 +  * Revision: N/A
9 +  * Date: 11/08/2015
10 +  * This file provides the basic construction for a 2-D non-perfect maze.
11 +  * The maze contains slots which are either walls, open spaces, or questions.
12 +  * This file also contains the methods for traversal through the maze and
13 +  * for finding if a path(s) exist(s) from the start to the end of the maze.
14 +  */
15 +
16 + public class Maze
17 + {
18 +     static final double PROB_OPEN = 0.5;
19 +     static final double PROB_QUESTION = 0.65;
20 +
21 +     private int curRow, curCol, prevRow, prevCol;
22 +     private CellType[][] maze;
23 +
24 +     private boolean isEnd;
25 +
26 +
27 +     /*
28 +      * Calls Eller's algorithm to generate a perfect maze. Then, converts this
29 +      * maze into a non-perfect maze
30 +      */
```

jenia_maze

Filter repositories

GitHub

CSCD350Team

CSCD350TrivialMaze

TheEternalConundrum

Other

Tutorial

Update from masterView branch

jenia_maze

Publish

Files for maze implementation

jenia · ada6734

GitHub · Revert · Collapse all

These files provide methods for the implementation and traversal of the maze. Comments according to the coding standards have been added.

CellType.java

```
... @@ -0,0 +1,55 @@
1 + package trivialmaze;
2 +
3 + /**
4 +  * CellType.java
5 +  * Author: Jenia Rousseva
6 +  * Revision: N/A
7 +  * Date: 11/08/2015
8 +  * This file defines an enum for the various types of cells that may appear
9 +  * in the 2-D maze.
10 +  */
11 +
12 + public enum CellType
13 + {
14 +     START,
15 +     END,
16 +     OPEN,
17 +     WALL,
18 +     QUESTION,
19 +     VISITED,
20 +     SUCCESS,
21 +     BEEN_HERE,
```

jenia_maze

Filter repositories

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CSCD350TrivialMaze

TheEternalConundrum

Other

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20 +     SUCCESS,
21 +     BEEN_HERE,
```

jenia_maze

Filter repositories

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TheEternalConundrum

Other

Tutorial

Update from masterView branch

jenia_maze

Publish

Files for maze implementation

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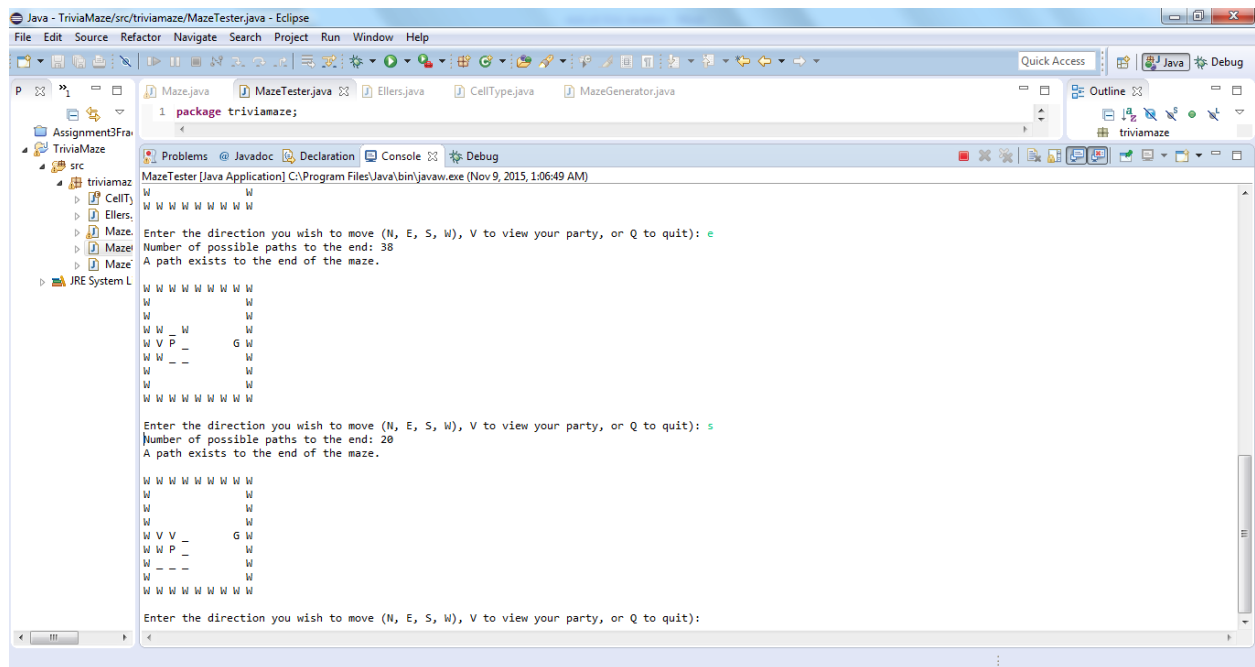
GitHub · Revert · Collapse all

These files provide methods for the implementation and traversal of the maze. Comments according to the coding standards have been added.

CellType.java

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15 +     END,
16 +     OPEN,
17 +     WALL,
18 +     QUESTION,
19 +     VISITED,
20 +     SUCCESS,
21 +     BEEN_HERE,
```

Example of maze traversal:



```
Java - TriviaMaze/src/triviamaze/MazeTester.java - Eclipse
File Edit Source Refactor Navigate Search Project Run Window Help

Maze.java MazeTester.java Ellers.java CellType.java MazeGenerator.java
1 package triviamaze;

Problems Javadoc Declaration Console Debug
MazeTester [Java Application] C:\Program Files\Java\bin\javaw.exe (Nov 9, 2015, 1:06:49 AM)

Enter the direction you wish to move (N, E, S, W), V to view your party, or Q to quit): S
Number of possible paths to the end: 38
A path exists to the end of the maze.

W W W W W W W W
W                W
W                W
W W _ W          W
W V P _          G W
W W _ _          W
W                W
W W W W W W W W

Enter the direction you wish to move (N, E, S, W), V to view your party, or Q to quit): S
Number of possible paths to the end: 20
A path exists to the end of the maze.

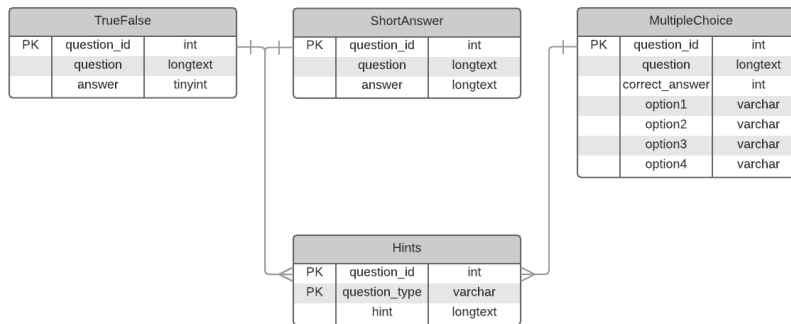
W W W W W W W W
W                W
W                W
W                W
W V V _          G W
W W P _          W
W _ _ _          W
W                W
W W W W W W W W

Enter the direction you wish to move (N, E, S, W), V to view your party, or Q to quit):
```

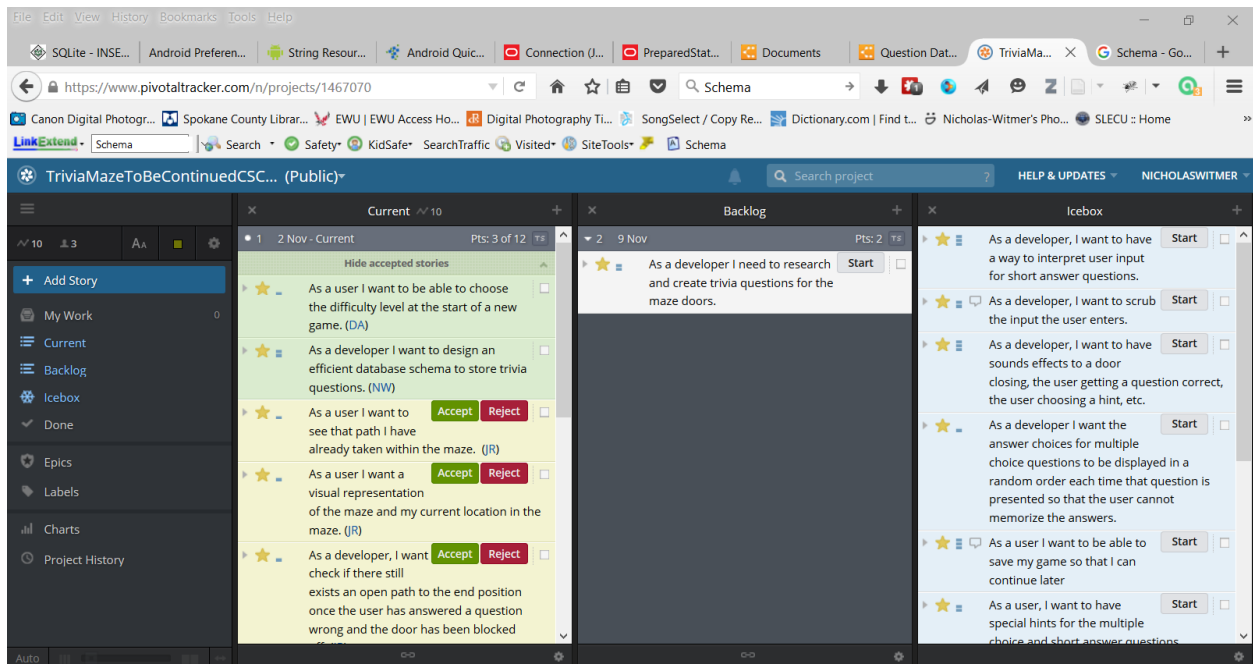
Nick's Work for Iteration 1

Database Design

Questions Database Schema



Database design story finished



GitHub branch for database stuff

The screenshot shows the GitHub web interface for a repository named 'nick_databasestuff'. The left sidebar contains a list of repositories under the 'nick_databasestuff' account, including 'CSCD330', 'CSCD350', 'CSCD350Team', 'CSCD350TriviaMaze', 'CSCD372', 'DataStructures', 'Design-Patterns-Personal', 'schooltest', 'CSCD349Project', and 'Tutorial'. The main content area displays the 'Basic database functionality' branch, created by 'nick-w-ewu' 21 hours ago. The branch description states: 'Connect to database and insert all 3 types of questions and hints.' Below the description, a list of files is shown with their status (green for added, red for deleted):

- database_stuff\classpath
- database_stuff\gitignore
- database_stuff\project
- database_stuff\questions.db
- database_stuff\src\DatabaseConnection.java
- database_stuff\src\database_stuff\DatabaseUtility.java
- database_stuff\src\questions.db
- database_stuff\src\sqlite-jdbc-3.8.11.2.jar

The interface also includes a 'Pull request' button and a 'Sync' button. The 'Changes' and 'History' tabs are visible at the top of the main content area.

Current ✓ 10	
1	2 Nov - Current
Hide accepted stories	
★	As a user I want to be able to choose the difficulty level at the start of a new game. (DA)
★	As a developer I want to design an efficient database schema to store trivia questions. (NW)
★	As a user I want to see that path I have already taken within the maze. (JR)
★	As a user I want a visual representation of the maze and my current location in the maze. (JR)
★	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)
★	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)
★	As a developer I need the base classes so that the game runs (DA)
★	As a developer I want to have special items for the user to be able to unlock doors, bypass questions, etc... (DA)

✕	Icebox	+
▶	★ 📄 Create a GUI for the admin tool for entering questions.	Start <input type="checkbox"/>
▶	★ 📄 As a developer, I want to have a way to interpret user input for short answer questions.	Start <input type="checkbox"/>
▶	★ 💬 As a developer, I want to scrub the input the user enters.	Start <input type="checkbox"/>
▶	★ 📄 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.	Start <input type="checkbox"/>
▶	★ 📄 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.	Start <input type="checkbox"/>
▶	★ 💬 As a user I want to be able to save my game so that I can continue later	Start <input type="checkbox"/>
▶	★ 📄 As a user, I want to have special hints for the multiple choice and short answer questions.	Start <input type="checkbox"/>
▶	★ 📄 As an administrator, I want to be able to add new questions to the database so that the game can be updated easily.	Start <input type="checkbox"/>


Update from master View branch Sync

master ▾
davidBranch

 initial + base files
1 minute ago by David2Walker

3 ▾

initial + base files

 David2Walker 🔗 cfaf045

[GitHub](#) [Revert](#) [Expand all](#)

▶ Item.java

▶ Player.java

▶ TriviaMain.java