

Team: Twenty-Hats

Nathan Graham  
Daniel Moore  
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




























## End of Second Iteration Deliverables

Completed user stories on Pivotal Tracker.







CURRENT			
2	12 Nov - Current	Pts: 13 of 14	%
Hide accepted stories			
▶ ⚙	trivia questions 10 Trivia Questions (KJ)		<input type="checkbox"/>
▶ ⚙	trivia questions 10 Trivia Questions (EL)		<input type="checkbox"/>
▶ ★	Hook questions into door logic (NA)		<input type="checkbox"/>
▶ ★	Exit game menu option (NA)		<input type="checkbox"/>
▶ ★	Shortcut keys for maze navigation (EL)		<input type="checkbox"/>
▶ ⚙	Learn SQLite (KJ)		<input type="checkbox"/>
▶ ⚙	trivia questions 10 Trivia Questions (DM)		<input type="checkbox"/>
▶ ★	Save and load Game menu option (NA)		<input type="checkbox"/>
▶ ★	Create Database (KJ)		<input type="checkbox"/>
▶ ★	Connect Questions with Database (KJ)		<input type="checkbox"/>
▶ ★	Make questions display in main window (DM)		<input type="checkbox"/>
▶ ★	Create UML (DM)		<input type="checkbox"/>
▶ ★	Update minimap dynamically (EL)		<input type="checkbox"/>
▶ ★	Minimap Arrow (EL)		<input type="checkbox"/>
▶ ⚙	trivia questions 10 Trivia Questions (NA)		<input type="checkbox"/>







## Proof of GitHub use.

### Commits on Nov 25, 2014
















	<b>10 Trivia Questions</b> nrgraham23 authored 4 minutes ago	 e7e4c42	
	<b>Broke up my super method</b> elaib authored 3 hours ago	 8db86ad	
	<b>Question Implemented</b> ... DanielEMoore authored 5 hours ago	 072a095	
	<b>Added Victory Doors and Fixed Some Graphics</b> ... kymojo authored 7 hours ago	 a41afae	
	<b>Added "Back Wall" Graphic</b> ... kymojo authored 7 hours ago	 2c49a55	
	<b>Fixed Save/Load options</b> ... nrgraham23 authored 7 hours ago	 a4964e0	
	<b>Merge remote-tracking branch 'origin/master'</b> ... DanielEMoore authored 8 hours ago	 36d2826	
	<b>Small Change</b> DanielEMoore authored 8 hours ago	 c8439d0	
	<b>Load/Save Work</b> ... nrgraham23 authored 15 hours ago	 4444235	
	<b>Tied questions into doors</b> ... nrgraham23 authored 18 hours ago	 3c2fd5b	
	<b>New Game menu functionality</b> ... nrgraham23 authored 19 hours ago	 998ab25	
	<b>Door bug and builder pattern</b> ... nrgraham23 authored 19 hours ago	 3a4af1f	

### Commits on Nov 24, 2014



















	<b>10 More questions</b> elaib authored a day ago	 0d806d6	
	<b>Triangle, updates dynamically</b> elaib authored a day ago	 30cdec d	

	<b>Added exit game functionality</b> ... nrgraham23 authored a day ago		034ff6b	
	<b>10 More Questions</b> DanielEMoore authored a day ago		95f6c07	

Commits on Nov 21, 2014

	<b>Draws exit, changed x and y values to row and col</b> elaib authored 4 days ago		8c6598c	
	<b>Reimplemented Question subclasses</b> kymojo authored 4 days ago		b93afc6	
	<b>.gitignore update</b> ... kymojo authored 4 days ago		da43e35	
	<b>UML and Db Stuff</b> ... kymojo authored 4 days ago		94f57ba	
	<b>Added Keyboard navigation</b> elaib authored 4 days ago		07624c6	

Commits on Nov 19, 2014

	<b>SQLite Database</b> ... kymojo authored 6 days ago		7928eb6	
	<b>Forgot one.</b> kymojo authored 6 days ago		7b4b918	
	<b>Question and QuestionDatabase</b> ... kymojo authored 6 days ago		4b60a68	
	<b>Added a triangle functionality</b> ... elaib authored 6 days ago		fe2382e	
	<b>UML</b> ... DanielEMoore authored 6 days ago		407c229	
	<b>Minor Changes</b> ... DanielEMoore authored 6 days ago		548382e	

Commits on Nov 16, 2014



**SQLite Preparations** ...

kymojo authored 9 days ago



7c652a9



Commits on Nov 12, 2014



**Mo' Doors and Trivia Q's**

kymojo authored 13 days ago



8418396



**Small Fix**

DanielEMoore authored 13 days ago



dfc93af



**Fixes to Questions** ...

DanielEMoore authored 13 days ago



f1fac51

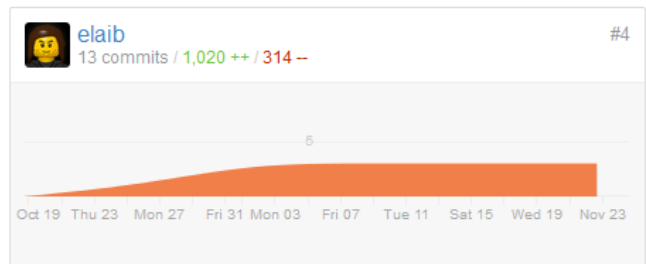
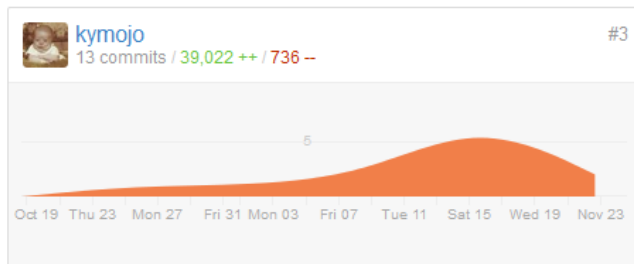
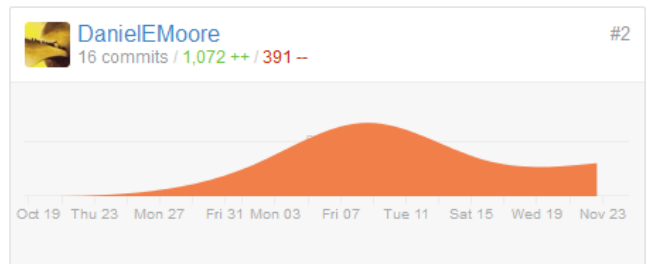
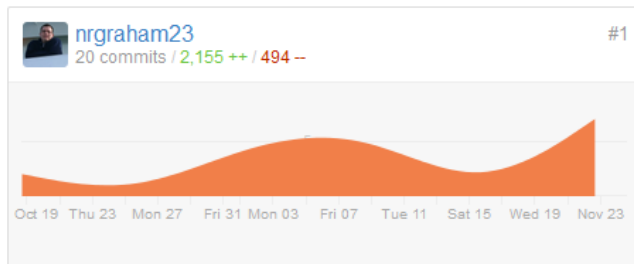
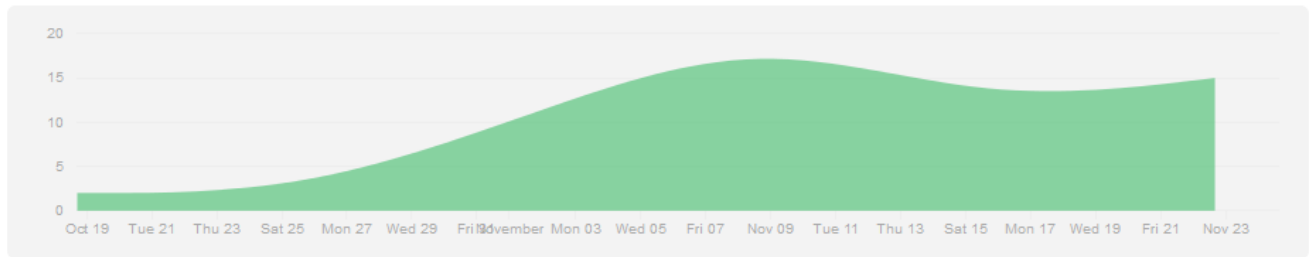


## Commits

Oct 19, 2014 – Nov 25, 2014

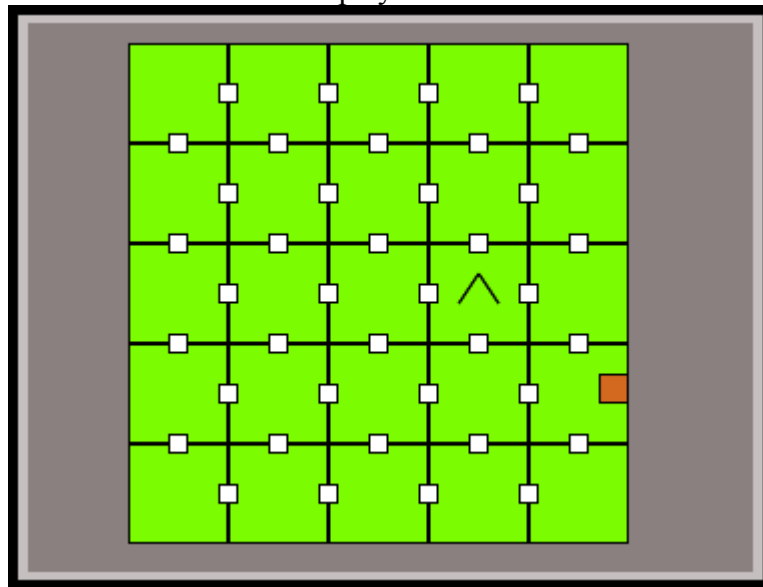
Contributions: **Commits** ▼

Contributions to master, excluding merge commits



Project functionality:

New functionality for this iteration includes a dynamically updating mini-map as displayed below.



### Question Display

DEFAULT: Which of these fruits is not red? - Answer is B

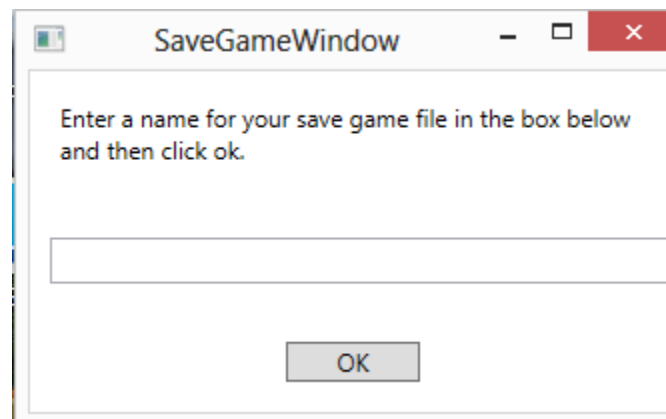
A.Apple  
B.Orange  
C.Cherry  
D.Strawberry

☐ A      ☐ C     

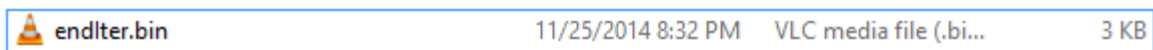
☐ B      ☐ D

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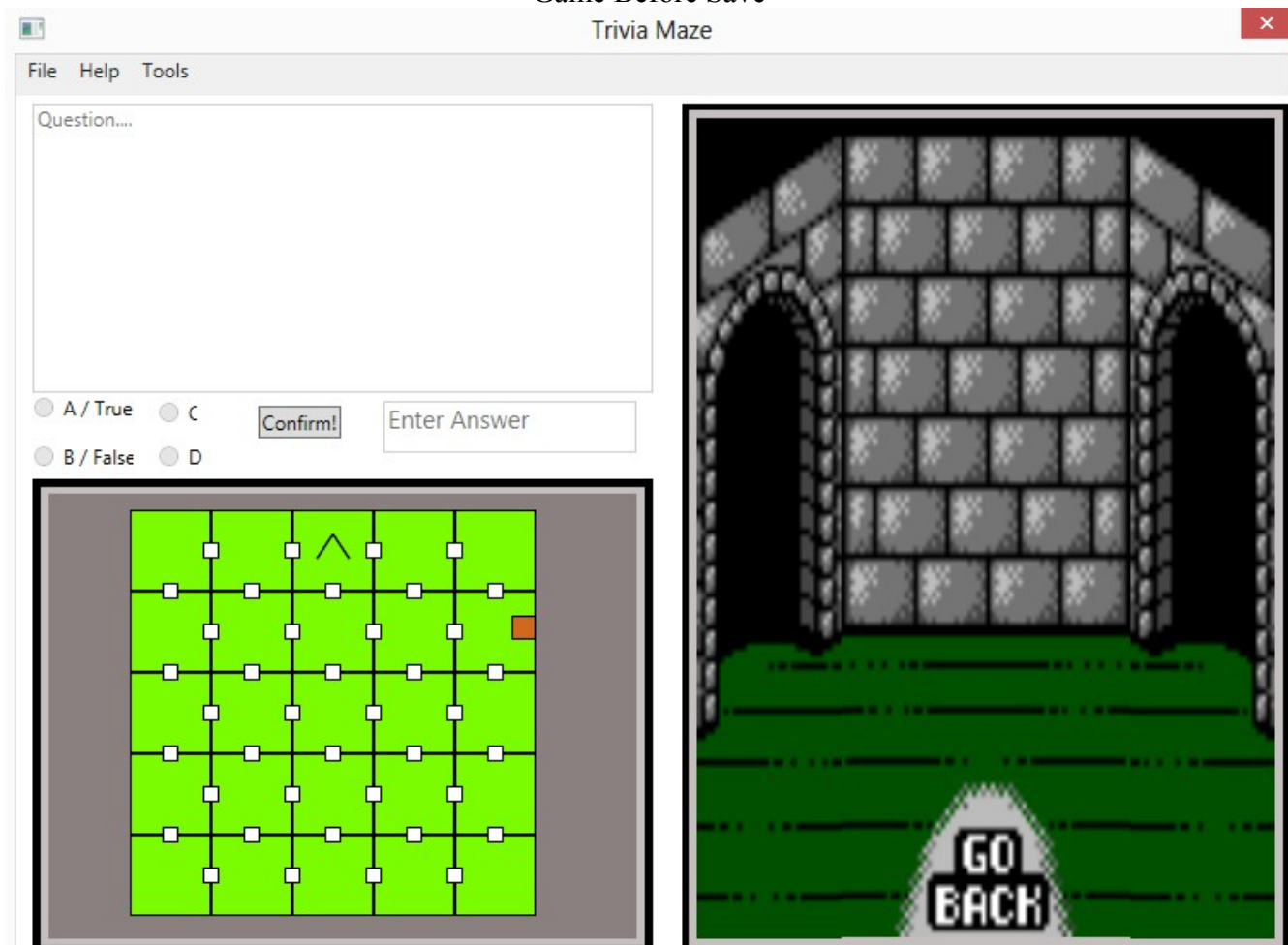
## Save Game Window



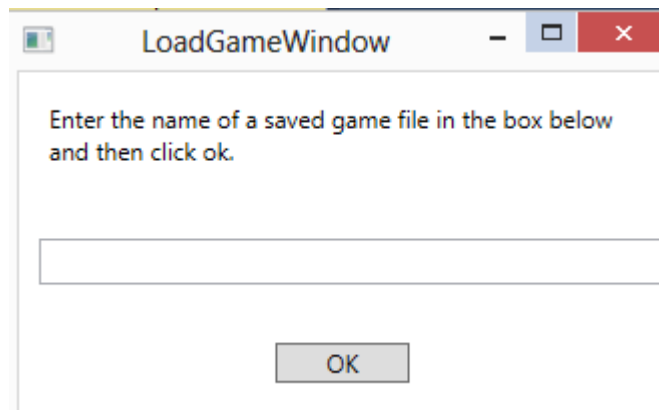
The file saved within the project structure



## Game Before Save



## Load Game Window



Game after load (Note: it appears we have a bug with the arrow not printing in the mini-map)





The database is now setup, however there is no visible functionality associated with it at the moment.

## Project UML

Note: The UML got locked to one of our team members so I had to draw in a composition arrow using paint.

