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Pivotal Tracker Screen-shots

Pivotal Tracker completed stories































Iteration 1

▼ 1 29 Oct		Pts: 13	TS
▶ ⚙	10 Trivia Questions (EL) trivia questions		<input type="checkbox"/>
▶ ★	Door/Wall Artwork assests (KJ)		<input type="checkbox"/>
▶ ★	Main Window creation (EL)		<input type="checkbox"/>
▶ ★	Maze Creation (NA)		<input type="checkbox"/>
▶ ⚙	10 Trivia Questions (NA) trivia questions		<input type="checkbox"/>
▶ ★	Help Menu (EL)		<input type="checkbox"/>
▶ ★	Game Core Setup (NA)		<input type="checkbox"/>
▶ ★	multiple choice question and display (DM)		<input type="checkbox"/>
▶ ★	Tools Menu Stubbed out (EL)		<input type="checkbox"/>
▶ ★	mini map display (EL)		<input type="checkbox"/>
▶ ★	Short answer question and display (DM)		<input type="checkbox"/>
▶ ★	True/False question and display (DM)		<input type="checkbox"/>
▶ ★	Door Window functionality (NA)		<input type="checkbox"/>
▶ ⚙	10 Trivia Questions (DM) trivia questions		<input type="checkbox"/>
▶ ⚙	10 Trivia Questions (KJ) trivia questions		<input type="checkbox"/>

Iteration 2

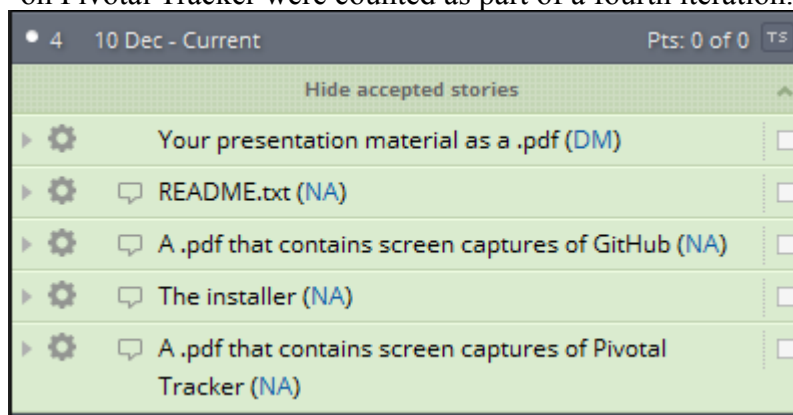
▼ 2 12 Nov		Pts: 13	TS
▶ ⚙	10 Trivia Questions (KJ) trivia questions		<input type="checkbox"/>
▶ ⚙	10 Trivia Questions (EL) trivia questions		<input type="checkbox"/>
▶ ★	Hook questions into door logic (NA)		<input type="checkbox"/>
▶ ★	Exit game menu option (NA)		<input type="checkbox"/>
▶ ★	Shortcut keys for maze navigation (EL)		<input type="checkbox"/>
▶ ⚙	Learn SQLite (KJ)		<input type="checkbox"/>
▶ ⚙	10 Trivia Questions (DM) trivia questions		<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"/>
▶ ⚙	10 Trivia Questions (NA) trivia questions		<input type="checkbox"/>

Iteration 3

3 26 Nov		Pts: 16	TS
▶ 	Fix QuestionShort check answer bug (DM)		<input type="checkbox"/>
▶ 	10 Trivia Questions (DM) trivia questions		<input type="checkbox"/>
▶  	New Game menu option (NA)		<input type="checkbox"/>
▶  	Add more difficult versions of the maze (NA)		<input type="checkbox"/>
▶  	Update maze to be 3D (NA)		<input type="checkbox"/>
▶ 	Questions not random (DM)		<input type="checkbox"/>
▶  	Hook a door to gamecore (DM)		<input type="checkbox"/>
▶  	Display picture questions for user input (DM)		<input type="checkbox"/>
▶  	Display sound questions for user input (DM)		<input type="checkbox"/>
▶  	Enable minimap to show different floors (EL)		<input type="checkbox"/>
▶  	Prevent SQL Injection (KJ)		<input type="checkbox"/>
▶  	Question Database Management Tool/Window (KJ)		<input type="checkbox"/>
▶  	Add sound questions to DB (KJ)		<input type="checkbox"/>
▶ 	10 Trivia Questions (KJ) trivia questions		<input type="checkbox"/>
▶  	Add picture questions to DB (KJ)		<input type="checkbox"/>
▶  	A completed SRS (DM)		<input type="checkbox"/>
▶  	A file named TeamInfo.txt (DM)		<input type="checkbox"/>

Iteration 4

Technically there was no iteration 4, however some final chores we had on Pivotal Tracker were counted as part of a fourth iteration.



We pushed hard at the end and completed all stories we had planned for our project. Therefore, there were no stories left in the ice box or uncompleted.