

Team AYIC

- Samir Ouahhabi
- David Stewart
- Paul Jones

presents ...

The Trivia Maze of DEATH

GitHub screen capture

samirouahhabi / teamAYICTriviaMaze

Unwatch 3

Star 1

Fork 2

branch: master

Commits on Nov 12, 2014



Create Eclipse project

samirouahhabi authored 6 minutes ago



a1bb7c9



Commits on Nov 11, 2014



Class diagram, leaves something to be desired. Not every relationship...

Carrotine authored a day ago



5cfe415



Merge pull request #1 from dstewartewu/master

samirouahhabi authored a day ago



fac7c37



Commits on Nov 6, 2014



Draft of section 3 of SRS

Carrotine authored 6 days ago



6d87917



Draft of section 2 of SRS.

Carrotine authored 6 days ago



89ae8c1



Commits on Nov 4, 2014



Create SRS folder

samirouahhabi authored 8 days ago



34c87b2



Initial commit

samirouahhabi authored 8 days ago



90828fb



Pivotal tracker screen capture

CURRENT

• 2 | 9 Nov - Current

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▶	★	■	SRS - Introduction (PJ)	□
▶	★	■	SRS - Other Non Functional Requirements (PJ)	□
▶	★	■	SRS - Overall Description (DS)	□
▶	★	■	SRS - System Features (DS)	□
▶	★	■	SRS - External Interface Requirements (SO)	□
▶	★	■	Database Diagram (PJ)	□
▶	★	■	First draft of the class hierarchy (DS)	□
▶	★	■	Implement the GUI design (SO)	□
▶	★	■	Design a GUI (SO)	□

Code demo

```
private BufferedImage _exitUpImage;  
private BufferedImage _exitDownImage;  
private BufferedImage _exitLeftImage;  
private BufferedImage _exitRightImage;  
private BufferedImage _closedImage;  
private BufferedImage _grassImage;  
private TexturePaint _brickTexture;  
private TexturePaint _lockTexture;  
private TexturePaint _arrowUpTexture;  
private TexturePaint _arrowDownTexture;  
private TexturePaint _arrowLeftTexture;  
private TexturePaint _arrowRightTexture;  
private TexturePaint _exitUpTexture;  
private TexturePaint _exitDownTexture;  
private TexturePaint _exitLeftTexture;  
private TexturePaint _exitRightTexture;  
private TexturePaint _closedTexture;  
private TexturePaint _grassTexture;  
  
private BufferedImage _characterImage;  
private TexturePaint _characterTexture;  
private Rectangle _rect;  
  
public RoomPanel()  
{  
    _rect = new Rectangle(128, 128, 64, 64);  
    loadImages();  
    addMouseListener(this);  
}
```

