

Open70+

Creating the board  
MoScWi-Must-Have

#10

Pac-Man movement behaviour implemented  
MoScWi-Must-Have

#6

There are four ghosts, each with their own unique AI (according to the original PacMan)  
MoScWi-Must-Have

#5

At the end of each play, the game should show the top 5 scores that have ever been recorded.  
MoScWi-Must-Have

#4

At the end of each play, the user should be able to enter his/her name together with the recorded score.  
MoScWi-Must-Have

#3

The score of each play should be recorded in a database.  
MoScWi-Must-Have

#2

Authentication using a username and password, via a database.  
MoScWi-Must-Have

#1

Showing all issues

To Do80+

Implement interfaces to access the database through GUI  
MoScWi-Must-Have

#16

Hash password  
MoScWi-Must-Have

#15

Implement login/authentication  
MoScWi-Must-Have

#14

Implement register method  
MoScWi-Must-Have

#13

Connect the database with the game  
MoScWi-Must-Have

#11

Set Up Database Connection  
MoScWi-Must-Have

#9

Setting up a level with walls and pellets  
MoScWi-Must-Have

#7

Creating the basic window  
MoScWi-Must-Have

#12

Showing all issues

In development00+

Testing00+

Code Review00+

Done00+