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no-reply@qut.edu.au <no-reply@qut.edu.au>
Thu 28/04/2022 6:04 PM
To: Fauzan Armia <fauzan.armia@connect.qut.edu.au>

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Thank you for your assignment extension request **(FORM-AEX-62150)**.

We have approved your request and the due date for your assignment **Progress Report and Prototype**, for unit CAB302 has been extended by 48 hours from the original due date. If your unit outline does not specify that your assignment is eligible for an extension, this confirmation email is not valid and unless you submit by the original due date, the late assessment policy will apply.

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CAB302 Major Project Progress Report

Group 51 – Harry Fry (n10215611), Fauzan Armia (n10010921), Ryan Hafizh Indrananda (n10852565), Neeta Vijaya Kumar (n11262109)

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User Stories

The team has allocated priorities and story points to the provided user stories to help us to understand what implementations are the most essential to the project. This can be seen in the table below. ‘Must have’ priorities will be necessary implementations, ‘Should have’ are implementations that are important, and which a great deal of effort should be expended to implement them, but which are not integral to the project and its success, and ‘Nice to have’ will be implementations which would be beneficial to implement, but are not essential. The team will aim to implement everything included in the table below, however due to complexity of the project, time constraints, and potential unforeseen circumstances, not all of it may be implemented. This is why the team decided to create user stories.

The story points represent the amount of effort required to implement a user story, where 8 represents the greatest amount of effort, and 1 the least. Story points are utilised in the release plan to assist in planning how much work the team should aim to complete for each release so as to keep them on track.

Best Interest of	User Story	Priority	Story Points
Maze designer	Creating an automatically generated maze that can be edited post creation. Maze has a maximum size of 100x100 units.	Must Have	8
Maze designer	Maze having the option of inserting a logo within it which is not in the path of the maze itself	Must Have	4
Maze designer	Change the entrance and exit of the maze to a logo/picture that is targeted towards children	Must Have	4
Maze designer	Be able to give the maze a title, also providing credentials of who created the maze and finally including date and time the maze was first created and last edited	Must Have	1

Maze designer	Have a button to show that at any point of starting the maze that it can be completed. This includes a % to show how much of the maze is left to explore.	Nice To Have	8
Maze designer	A toggle button to show the optimal/fastest path for the maze that's being created to be solved	Should Have	4
Maze designer /User	Requires a user-friendly GUI interface for both the maze designer and the user	Must Have	2
Publisher	Be able to see a list of created mazes, along with who created them and the date and time.	Must Have	2
Publisher	Any maze that has been exported should have the option to show the solvable version of the maze as well	Should Have	1
System Administrator	Maze must be stored in a database on the server. To ensure that it is stored in one place and can be backed up	Must Have	4
System Administrator	Be able to log in with a username and password to access stored files	Must Have	2

Release Planning

Below are the release plans that have been determined for the life of the project. Our team's estimated velocity per sprint is 10, meaning that we will ideally have a maximum of 20 story points per release.

Release 1

Delivery Date: Wednesday 18th of May **Total Story Points: 21**

This release includes the most vital stories required to be implemented for a functioning maze design tool. It includes stories regarding the first and second phase of generating the maze design tool. This release will deliver an initial functioning maze design tool.

Maze Development - Part 1

Stories relating to the initial creation of an automated maze generating tool. This also includes the ability to customize the title and credentials.

User Story	Story Points
Creating an automatically generated maze that can be edited post creation. Maze has a maximum size of 100x100 units.	8
Be able to give the maze a title, also providing credentials of who created the maze and finally including date and time the maze was first created and last edited	1
Story Point Sub-Total	9

Maze Development - Part 2

Stories relating to more specialized mazes, where there is an option to insert a logo as well as a maze targeted towards children and the database storage on the server.

User Story	Story Points
Maze having the option of inserting a logo within it which is not in the path of the maze itself	4
Change the entrance and exit of the maze to a logo/picture that is targeted towards children	4
Maze must be stored in a database on the server. To ensure that it is stored in one place and can be backed up	4
Story Point Sub-Total	12

Release 2

Delivery Date: Friday 3rd of June **Total Story Points: 19**

In this release, the maze interaction will be implemented. This will bring account interaction as well as viewing information to the tool.

Maze Interaction - Part 1

Stories relating to the interaction between the user and their account. This includes logging into their account, as well as viewing information about the mazes created.

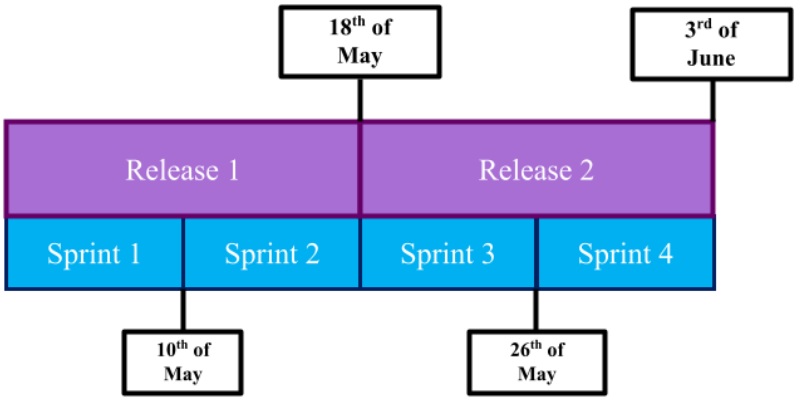
User Story	Story Points
Be able to log in with a username and password to access stored files	2
Be able to see a list of created mazes, along with who created them and the date and time.	2
Requires a user-friendly GUI interface for both the maze designer and the user	2
A toggle button to show the optimal/fastest path for the maze that's being created to be solved	4
Story Point Sub-Total	10

Maze Interaction - Part 2

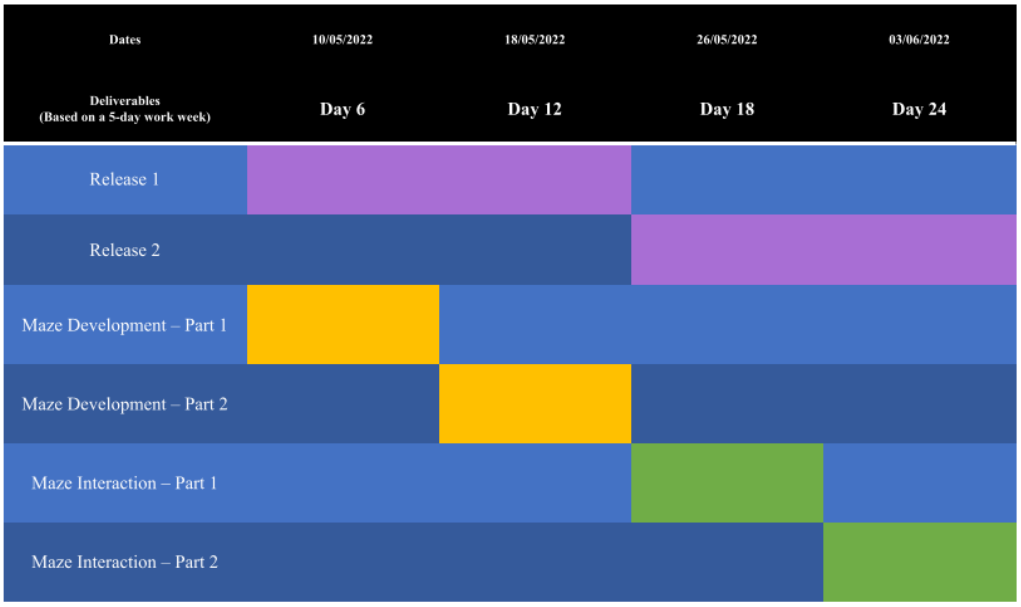
This feature will implement stories relating to the remaining maze interaction stories which are exporting the maze and having the option of showing the percentage of the remaining maze left to explore.

User Story	Story Points
Any maze that has been exported should have the option to show the solvable version of the maze as well	1
Have a button to show that at any point of starting the maze that it can be completed. This includes a % to show how much of the maze is left to explore.	8
Story Point Sub-Total	9

Visualized Release Plan

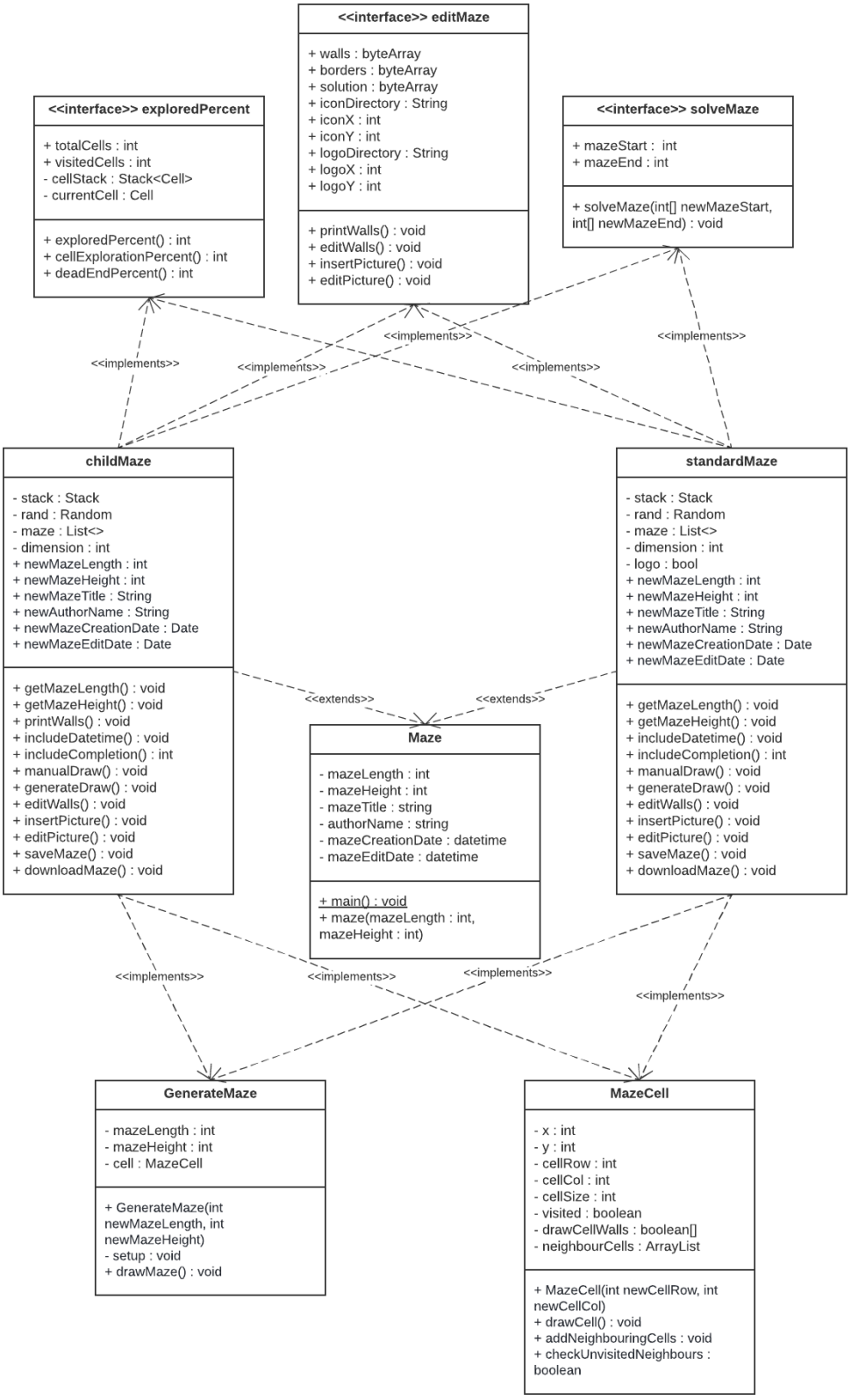


Project Plan

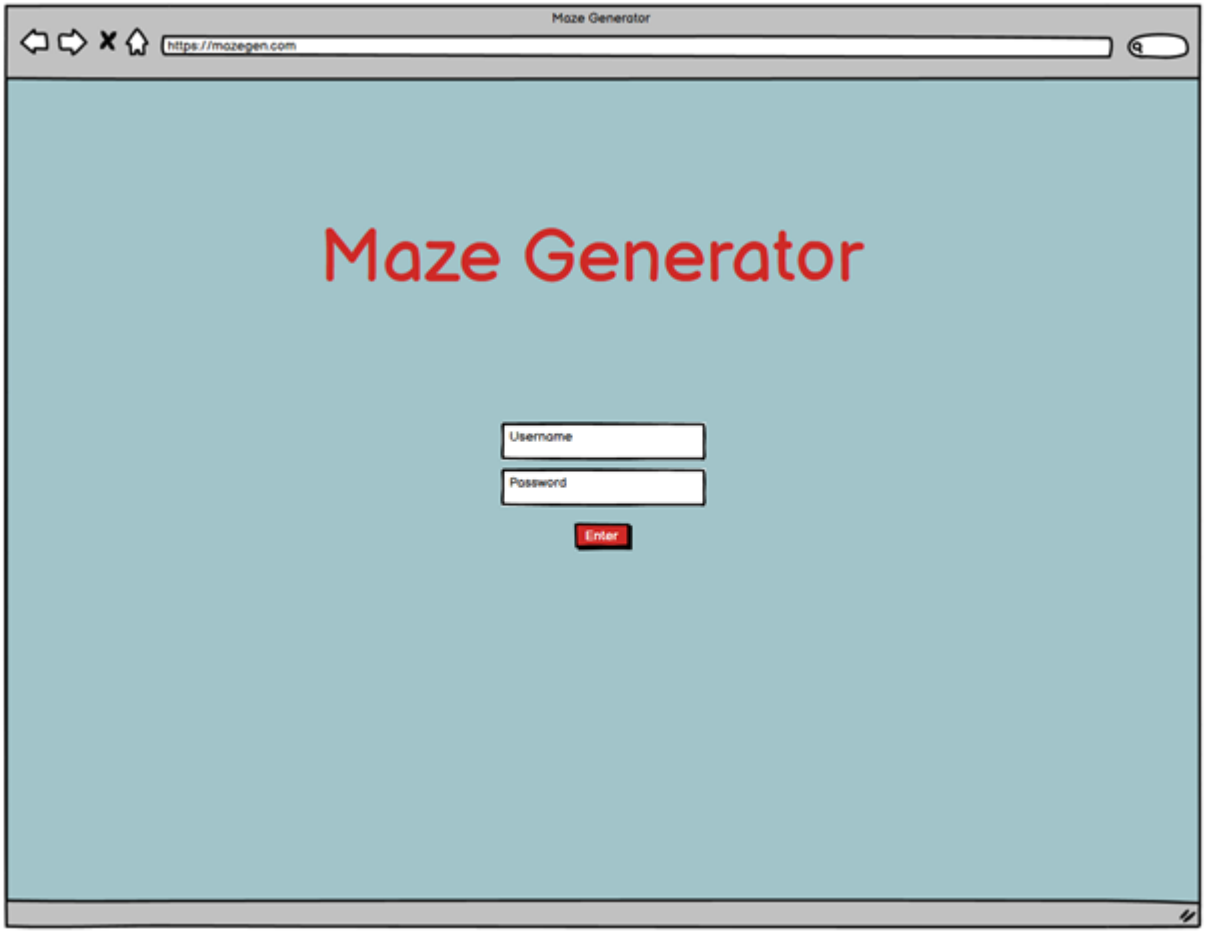


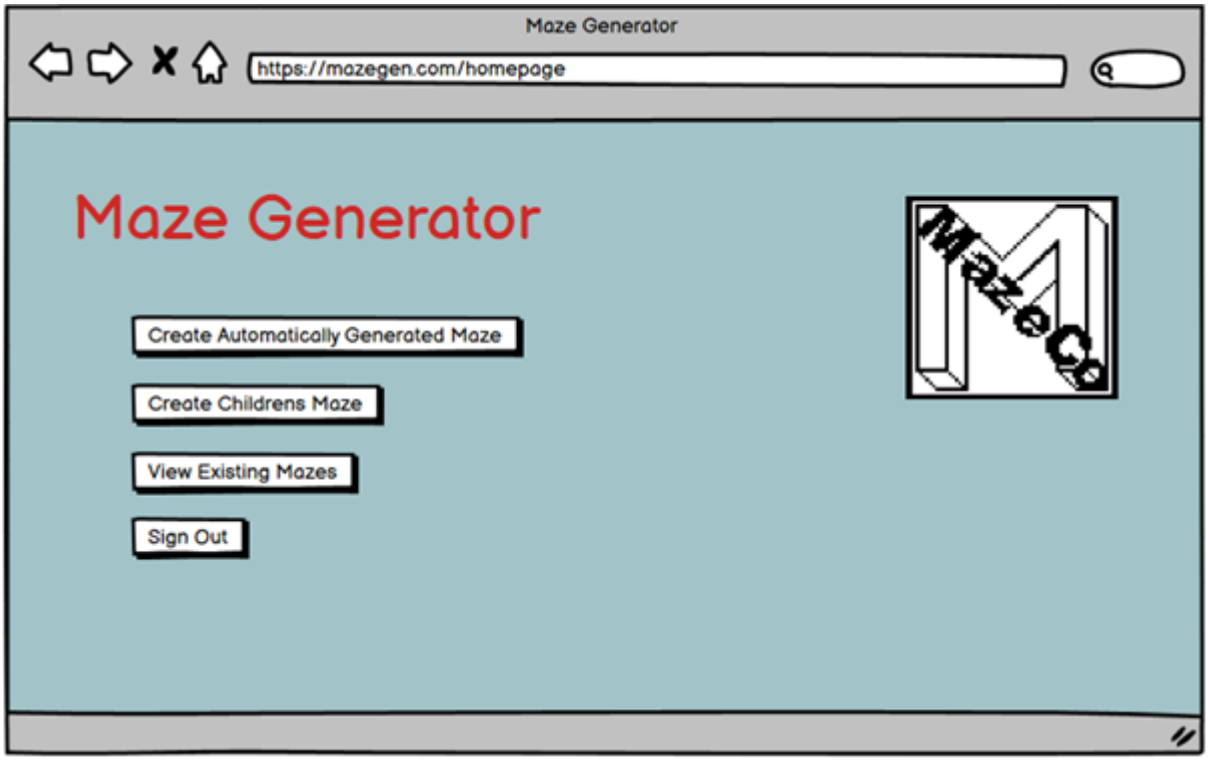
Proposed UML Class Diagram

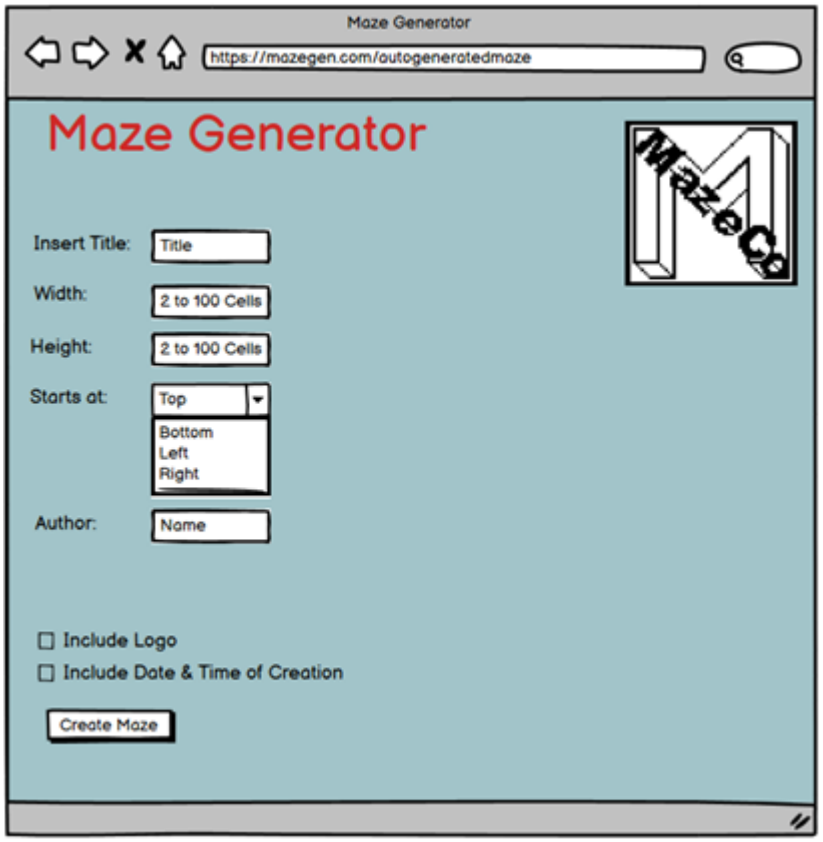
This is a work-in-progress UML diagram that represents the classes, their methods and the relationships between the classes in the project.



GUI Rough Sketches






Maze Generator
https://mazegen.com/autogeneratedmaze
Maze Generator
Insert Title:
Title
Width:
2 to 100 Cells
Height:
2 to 100 Cells
Starts at:
Top
Bottom
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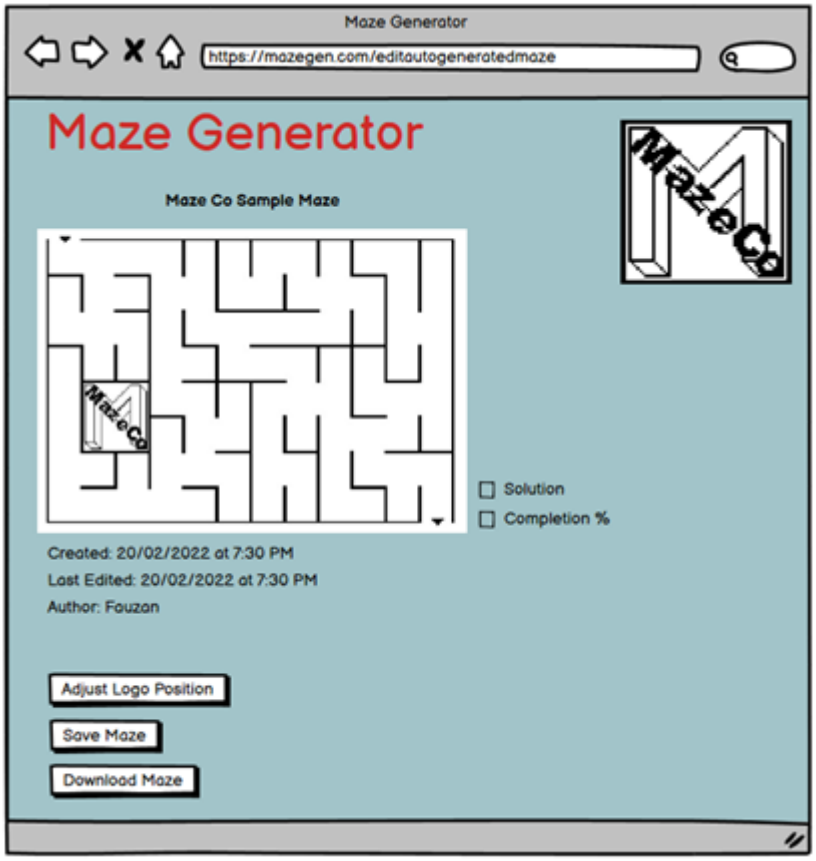
Author:
Name
Include Logo
Include Date & Time of Creation
Create Maze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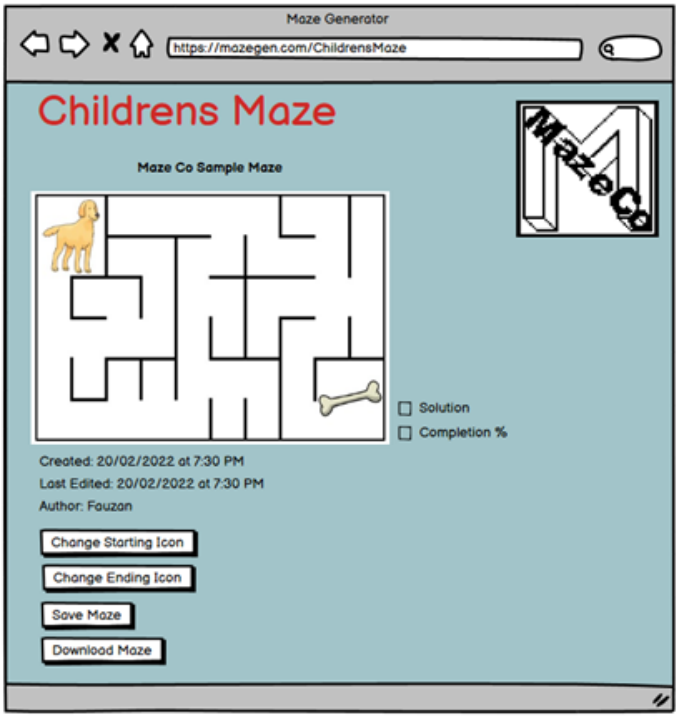
Last Edited: 20/02/2022 at 7:30 PM
Author: Fouzan
Adjust Logo Position
Save Maze
Download Maze


Maze Generator
https://mazegen.com/ChildrensMaze
Childrens Maze
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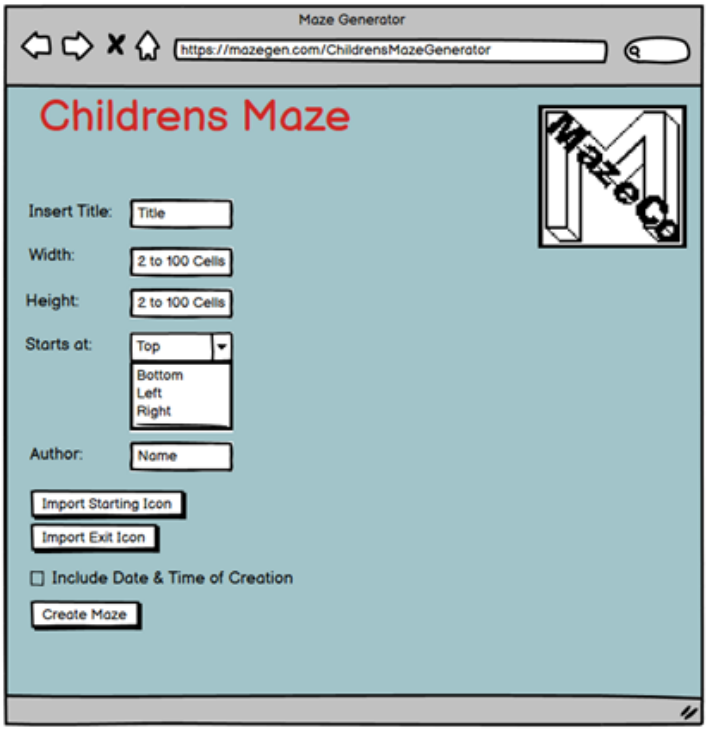
Solution
Completion %
Created: 20/02/2022 at 7:30 PM
Last Edited: 20/02/2022 at 7:30 PM
Author: Fauzan
Change Starting Icon
Change Ending Icon
Save Maze
Download Maze


Maze Generator
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Childrens Maze
MazeCo
Insert Title:
Title
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2 to 100 Cells
Starts at:
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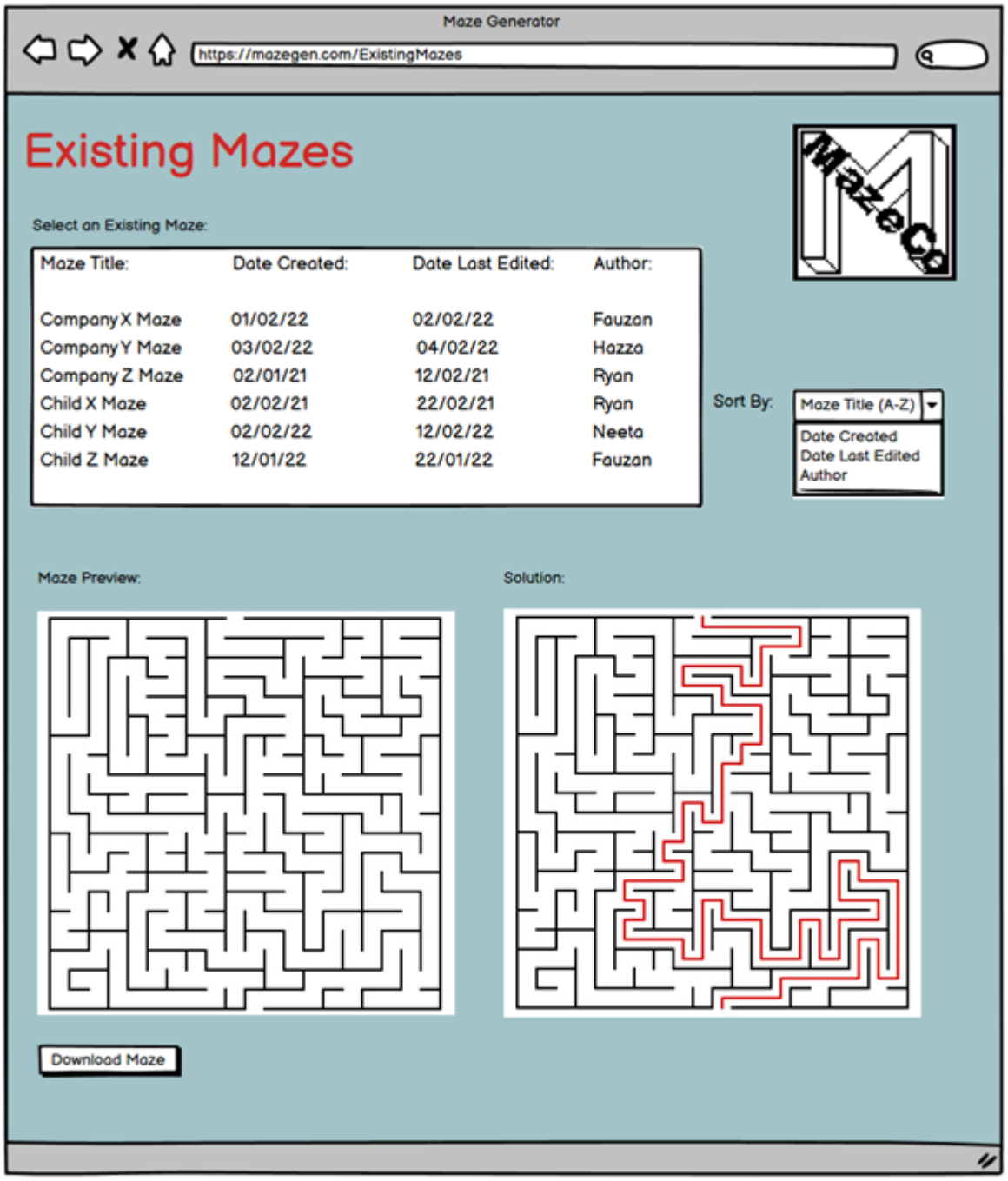
Right
Author:
Name
Import Starting Icon
Import Exit Icon
Include Date & Time of Creation
Create Maze


Maze Generator
https://mazegen.com/ExistingMazes
Existing Mazes
Select an Existing Maze:
Maze Title: Date Created: Date Last Edited: Author:
Company X Maze 01/02/22 02/02/22 Fauzan
Company Y Maze 03/02/22 04/02/22 Hazza
Company Z Maze 02/01/21 12/02/21 Ryan
Child X Maze 02/02/21 22/02/21 Ryan
Child Y Maze 02/02/22 12/02/22 Neeta
Child Z Maze 12/01/22 22/01/22 Fauzan
Sort By:
Maze Title (A-Z)
Date Created
Date Last Edited
Author
Maze Preview:
Solution:
Download Maze

JavaDoc Documentation

Access the JavaDoc documentation via the ‘index’ html file in the ‘docs’ directory in the submitted project folder (Group51CAB302Project\doc).