

TEAM IDK

Team Lead: Sarah Headley
Giang Bui
Tony Moua

- Ask for Players name
- Prompt user for a size user wants for maze
- Prompt user for door they would like to go through
- Once door is chosen
 - Question pops up
 - User answers
 - Get it right move on, get it wrong that door is locked
- Once door is open they stay open
 - Can always retrace your path back
- Win = reach the end of the maze(bottom right corner of maze)
- Lose = all doors that lead to the end of maze are locked

Trivia Maze Overview

- Sarah
 - Admin
 - Set up Object
 - Questions

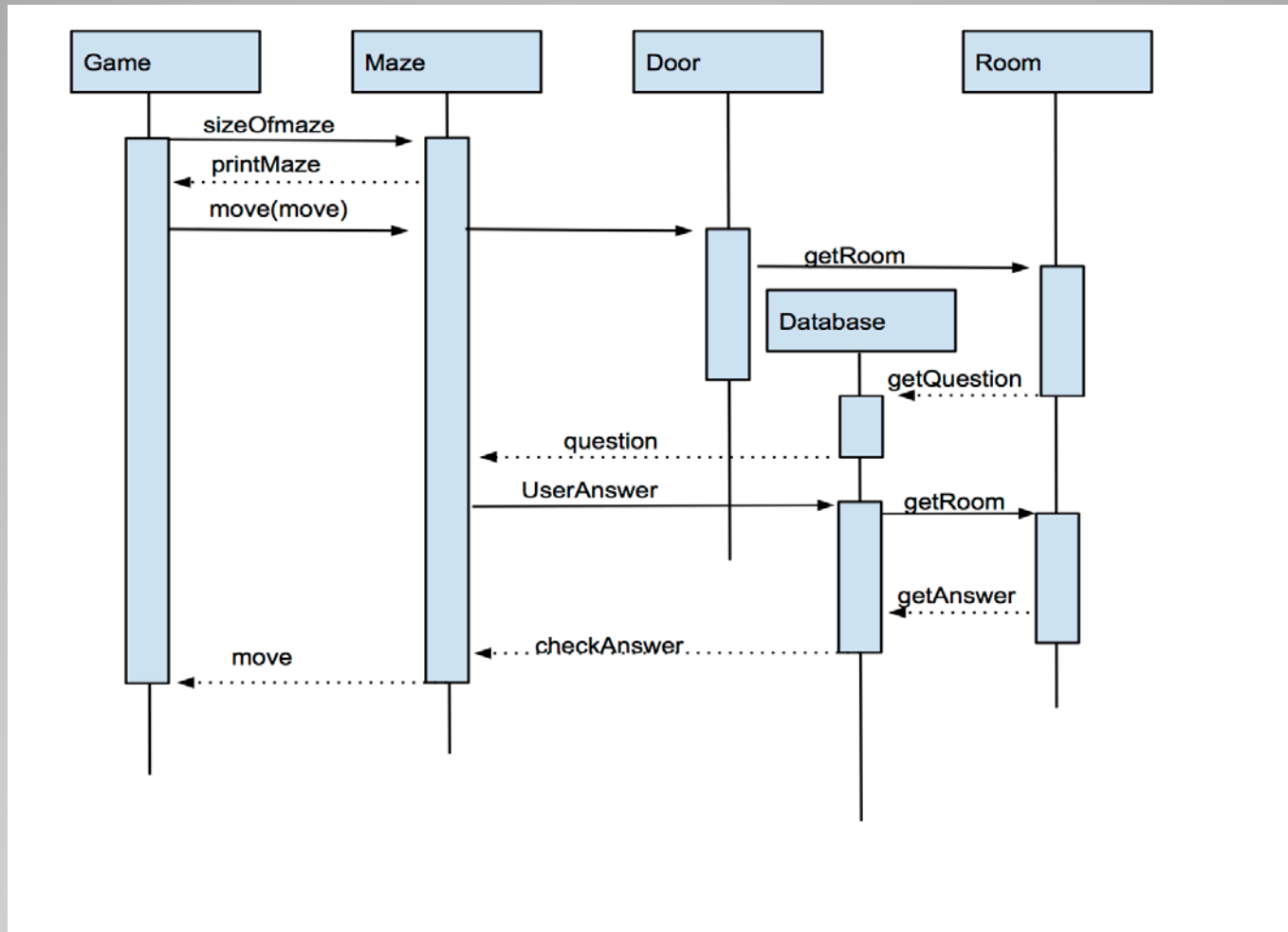
Individual Task

- Giang
 - Transverse- lock-up
 - Move
 - Skip option

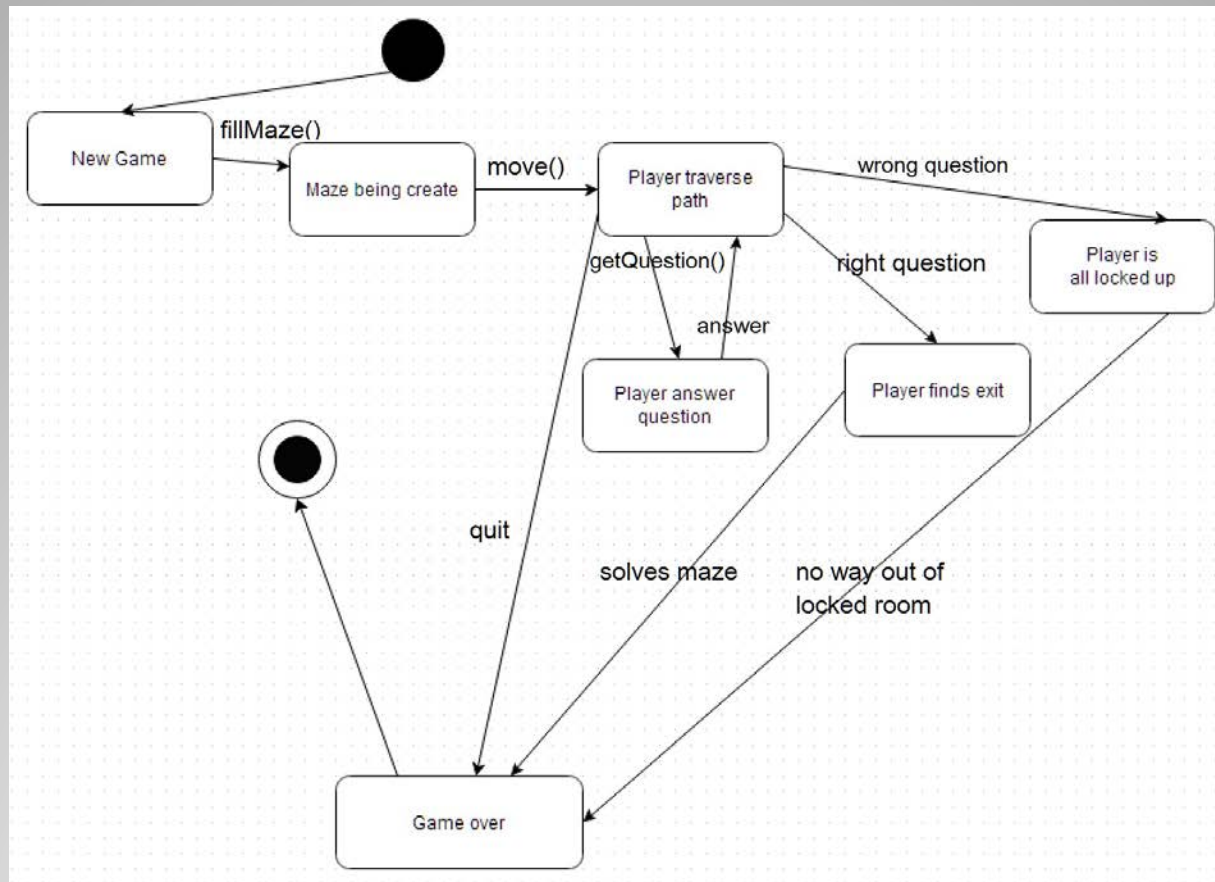
Individual Task

- Tony
 - Set up DB
 - Get Questions and Answers
 - Validate User Input

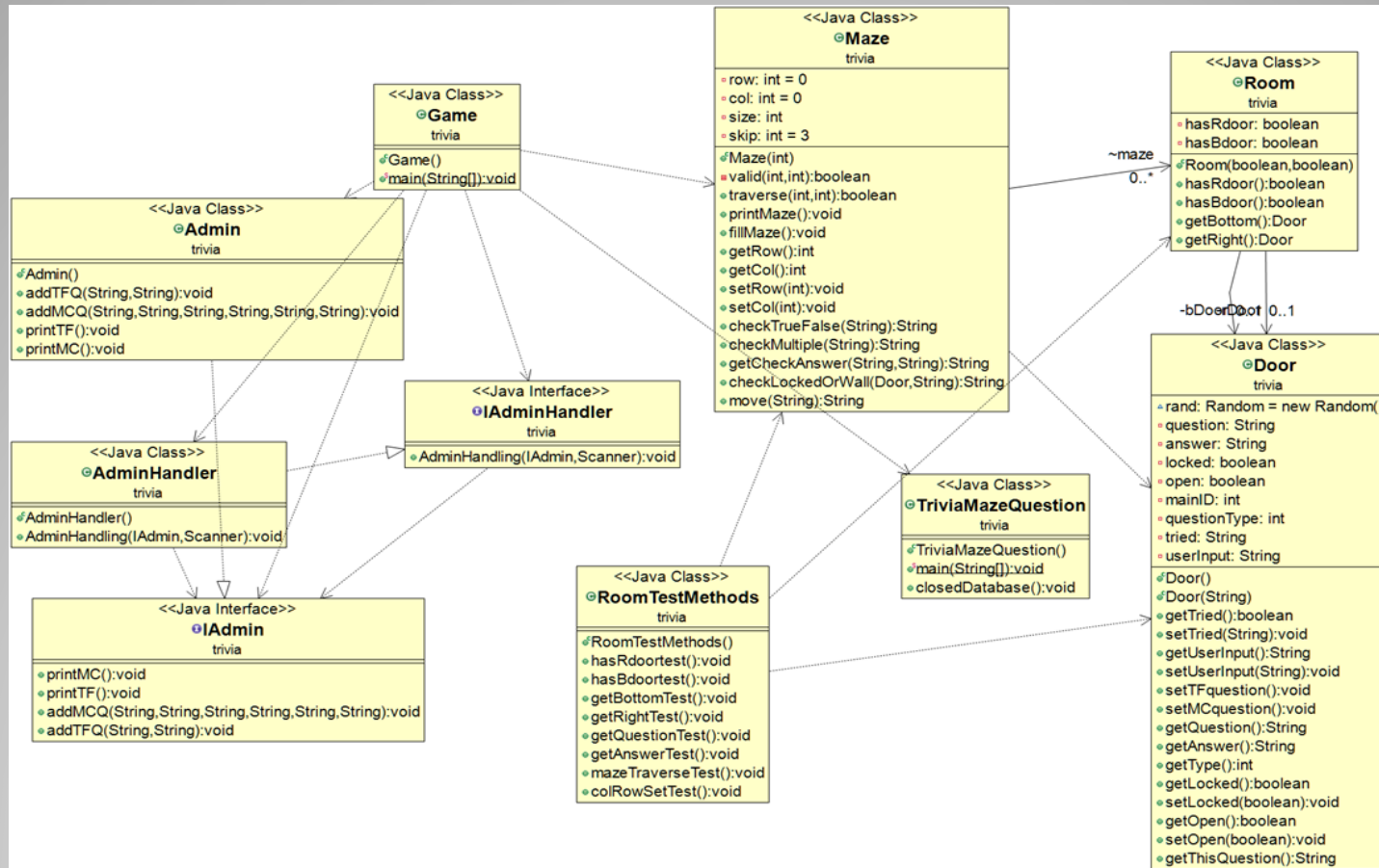
Individual Task



Sequence Diagram



State Diagram



UML Diagram

Questions?