HÁSKÓLINN Í REYKJAVÍK
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T-303 HUGB

Development manual

Nafn teymis - A New Hope:

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1   Introduction

In this manual you will get directions on what is needed to get the TicTacToe game to build.

2   Required software for the creation the TicTacToe game

- Github `https://github.com/`

- Travis `https://travis-ci.org/`

- Selenium `http://www.seleniumhq.org/`

- Heroku `https://www.heroku.com/`

- Gradle `http://www.gradle.org/`

- JDK `http://www.oracle.com/technetwork/java/javase/downloads/jdk8-downloads-2133151.html`

- Greenqloud `https://www.greenqloud.com/`

- Spark

- Jacoco

- FindBugs

3   Source control

Link to Github repository:

- `https://github.com/ANewHope/TicTacToe`

To clone repository and get access to code run command:

- git clone git@github.com:ANewHope/TicTacToe.git

4   Build environment

The product is coded on a remote linux server, hosted by GreenQloud, through a SSH connection. To enable automatic build, the Gradle Wrapper is used. For continous delivery and extra feedback to developers, Travis CI performs all unit and end-to-end tests, and finally builds the application.

5 Staging and production

After the program has been built and pushed on to Github, Travis receives the code. Travis then tests it and if it passes all the tests it pushes the code on to Heroku which displays the final product.