TicTacToe Development Manual

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1 Introduction

This is a Development manual for the AllGrams game TicTacToe. All the necessary information for developer is down below.

2 Development Manual

2.1 Source Control

The source control client that we use is GitHub.com. The code base is stored in the git reposetiry https://github.com/AllGram/TicTacToe. From there the developer can clone the repository to a local folder. It is not allowed to use git app in this project. It is necessary to use git throught shell.

2.2 Build environment

- The code itself is written in text editors. No Developer environment like Eclips is allowed in this project.

- Maven is used to build the project. To test the project localy the developer can run the script bin/test through shell.

- The serverside code is written in java. The code can be accessed in the file /TicTacToe.java.

- The client side code is written in HTML, javascript and CSS. The client side code can be accessed in the file /index.html.

- The unit test can be accessed in the file /TicTacToeTests.java.

- A greenqloud machine is used as a integrational server

2.3 Programming rules

- Variables should start with lower case letters. if the name is more than one word, all words except the first word should start with upper case letters.
  For example: int thisIsExample = 0

- Classes should always start with upper case letter.if the class name is more than one word, all words except the first word should start with upper case letters.
  For example: public class ThisIsExample

- In functions, the curly braces should always be in line with the name of the function.
  For example:

  ```
  public thisIsExample() {
  —–> int thisExample = 0;
  }
  ```

2.4 The teams rules

- If the developer wants to make changes to the code base, the developer needs to test his code localy by running bin/test before pushing the changes into the git repository.
- The code is written using test driven development. Every function that is written needs to be tested with unit tests.
- Every serverside code should be loosely couple and follow good object oriented design practices.

2.5 Necessary requirements

These are the requirements that the developer needs:

1. The developer has to have a working Git client installed. To test if the machine already has a working client write
   ```
   $ git –version
   ```
   If it is not installed follow instructions on the following website Here
2. The code of the project is written in Java so if the developer does not have Java installed follow instructions in this link Java version 1.7.0.*xx* will be needed because Maven depends on that version. Sublime Text is reccomended for writing the code since developer environments like Eclipse are not allowed in this project.
3. To be able to build the project the developer has to install Maven. Instructions for installing Maven can be found on following website Here

4. It is recommended to use sublime as a text editor. The install file can be located Here

5. To access the integrational server with SSH write the following:

   ```
   ssh ubuntu@ <46.149.26.16>
   ```