

# TicTacToe MAX !

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# Key Features

- Online capabilities
- Chatbox
- Leaderboard
- A game with a low learning curve that can be played multiple times

# Tools

- Project Tracking - Jira
  - Effectiveness - 2.5
- VCS repository - GitHub
  - Effectiveness - 5
- Database - PostgreSQL
  - Effectiveness - 5
- Deployment - Heroku
  - Effectiveness - 4
- IDE - VS Code/Atom
  - Effectiveness - 5
- Framework - Node.js
  - Effectiveness - 5

# Methodologies

We followed both a waterfall and agile methodology for our project

## Waterfall

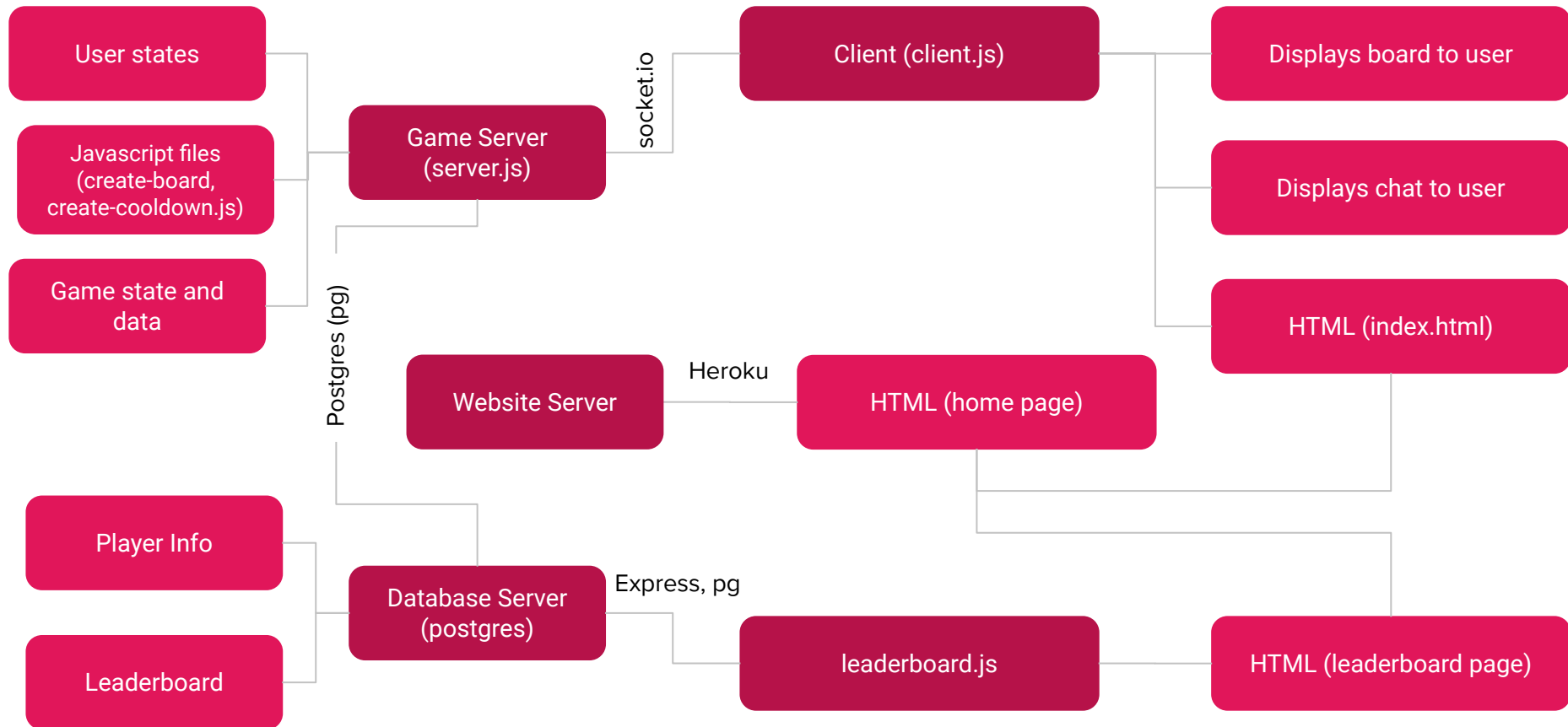
- We saw the requirements and from there started a design and made an implementation
- We also used final steps of maintenance to test and find any bugs in the code
- The waterfall method was also more useful than the agile method because we had limited members so it was easy to communicate with each other directly and split the workload for most aspects of the project

## Agile

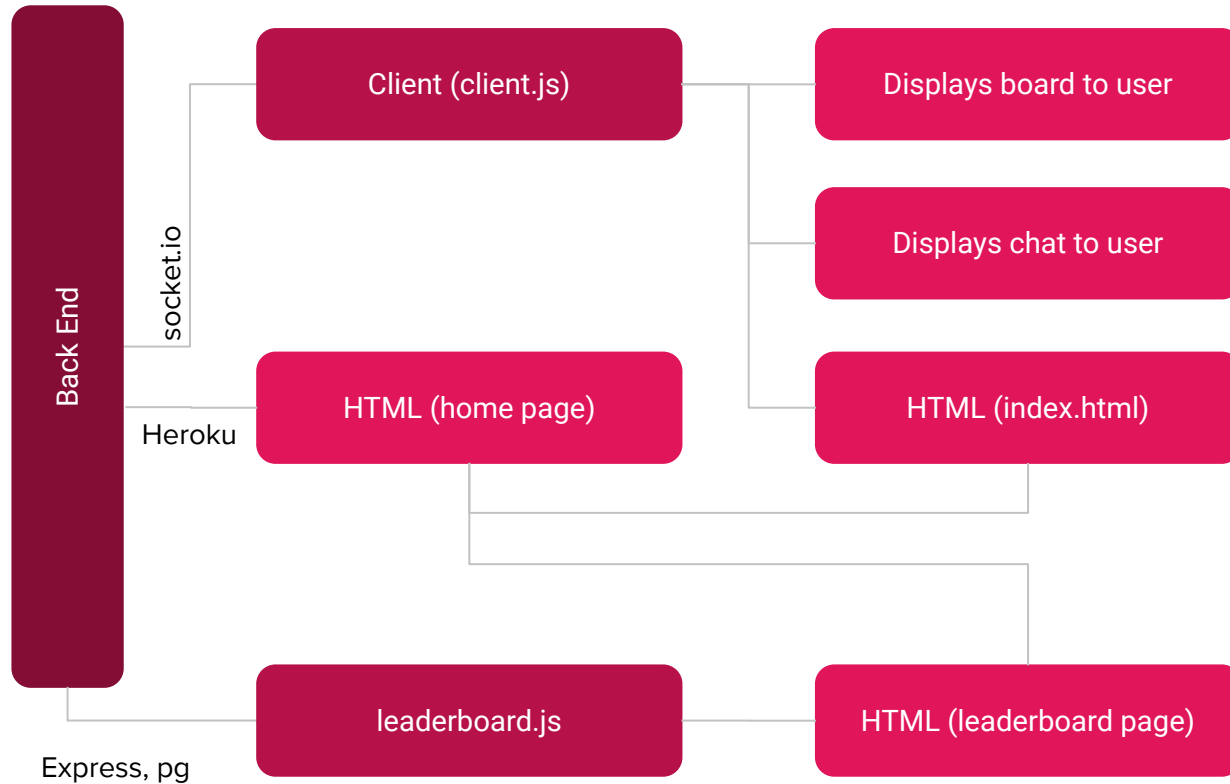
- It was more useful for smaller parts of the project that needed attention rather than the waterfall method which is a more linear approach
- We were able to track progress through sprints in Jira

# Back-end

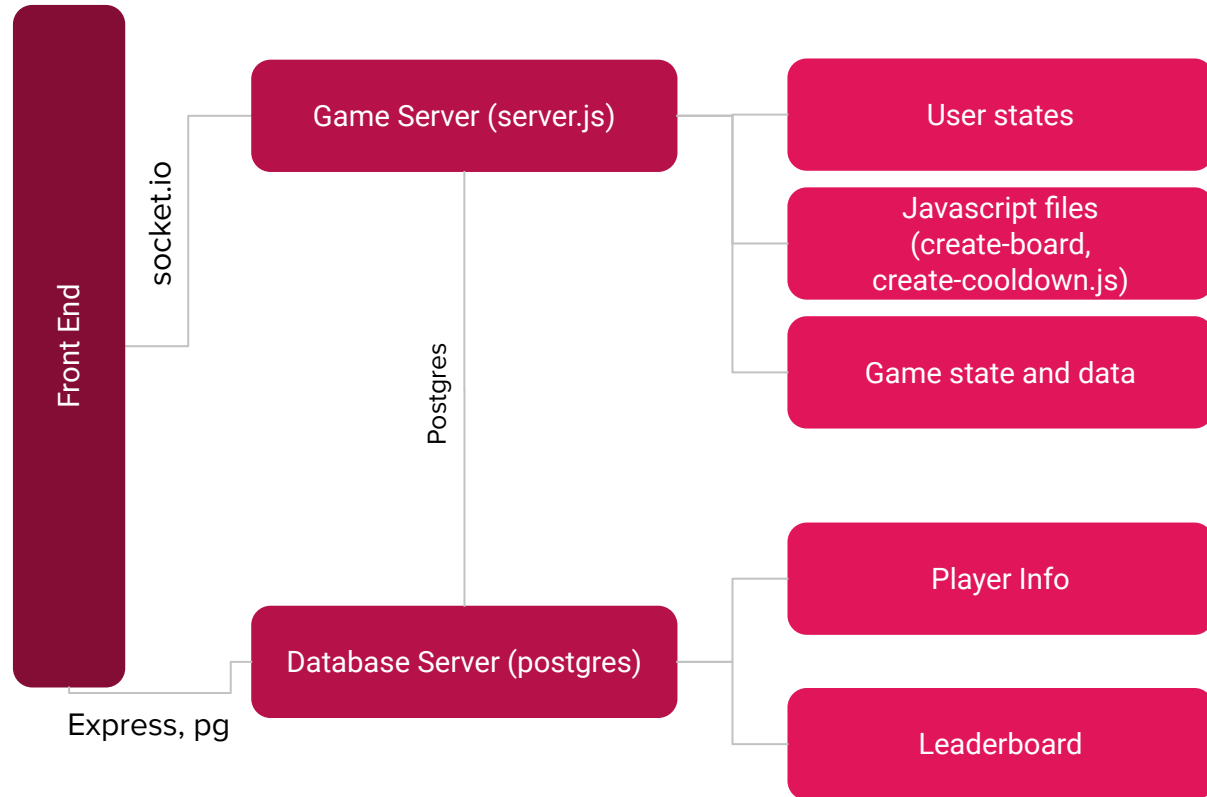
# Front-end



# Architecture Diagram: Front-end



# Architecture Diagram: Back-end





# Front End Challenges

- Connecting the homepage to the game server page
  - Solved by deploying the homepage and game on Heroku, and hyperlinking the game to the homepage
- Updating current game state to new users and showing it to the board

# Back End Challenges

- Deploying our apps/websites on Heroku
  - package.json
  - File organization
- Having unique usernames