# DesignReport

Introduction

We are developing a TicTacToe game with Node, Circle CI and Heroku. Setting a few rules will be important for the development process to keep consistency throughout the code.

Description

In this project we learned to set up technical infrastructure to support agile development by implementing the classic game of Tic-Tac-Toe. Tic-tac-toe is a game in which two players alternately put Xs and Os in compartments of a figure in a 3x3 grid and each tries to get a row of three Xs or three Os before the opponent does. We will use Javascript to code the game and complete it with Test Driven Development.

Diagram

The first thing we did was setting up a diagram for a better vision of what functions and activity(action?) we plan to have in our code.
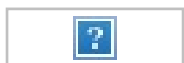
Rules

JavaScript

1. All classes and variables should use camelCase
2. All curly brackets start in the same line as the class, function or a loop declaration
3. Separate operators from variables with space
4. All work on the code is done on a branch
5. All commits should have a descriptive comment

HTML

1. All elements in lower case
2. All css and script is stored in a separate file
3. Equals symbol in references are not separated by a space

Feel free to contact us anytime if you have any questions related to the program at

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