

Development manual

Introduction

This is a development manual for a game called Tic Tac Toe made by DreamTeam for the course SC-T-303 Hugbúnaðarfræði at Reykjavik University. The source control client in use is github. This project is a remake of the well known game of Tic Tac Toe. If you are not familiar with Tic Tac Toe, you can find the rules of the game [here](#). It can be accessed by opening a browser and following this [link](#).

Access to source

You have to contact one of the administrators to get access to the source control. They will then give you access to the source code on github.

Build environment

To be able to build the project the following is required:

1. A Github account.
2. The JRE(Java Runtime Environment) needs to be installed on your computer.
 - It can be downloaded [here](#)
3. Clone the project to your local machine from [here](#).

To be able to run the project locally in separate steps, follow these instructions: Use the commands

- gradle build
- gradle run

Tests

1. Travis takes care of the unit tests automatically and pushes the code on to a heroku server which deploys the game. [Here](#) is the link to the project on Travis.
2. Code Coverage can be accessed on [here](#).