Release Note

SOEN 6011

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Contents

1．Overview:

Tic-Tac-Toe game in desktop and mobile devices. The Application will incorporate responsive User-Interface that enables mouse-click events using swings API in JAVA and UI framework in android. The information menu will contain the description of the game. The application allow game to be played among two players, between computer and a player where the computer will use heuristics to try winning against human player.

2. Product Changes:

New Functionalities have been added to extend the functionalities of the deliverable 1 software.

Functionalities added:

1. Different levels of game play difficulty has been offered.
2. Background music has been added
3. Player will be able to select the X or O
4. Player will be able to play 2 player and 1 player vs computer scenario.
5. Winning and Draw scenario implemented.
6. AI heuristics has been added which enables computer to choose best move, using min-max algorithm.

3. Purpose:

The features in the deliverable 3 will make Tic-tac-toe game more interactive and appealing. The new feature will enable the player to play 2 player and one player game against computer. The different level of the difficulties has been added for the one player vs computer scenario. The advanced levels has been implemented using minmax algorithm. The Harder and intermediate level of game will be more challenging for the player and will keep the user engaged with the game.

4. Issue Summary

The primary issue faced in extending the deliverable 1 application for more functionality .

5. End-User Impact

The new changes from the deliverable 1 to 3 is big. The user will have a complete new application with more or less the same GUI but will have more powerful feature. The user will be able to play a full functioning game.

6. Reference:

http://www.tutorialspoint.com/software_testing_dictionary/release_note.htm