Concordia University

Engineering and Computer Science

SOEN 6011

Software Engineering Processes

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ZeroX Game

Deliverable 2: Release Document

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Project Name

- ZeroX

Team Name

- Team ZeroX

Team Leader

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Document Change Control

Version Number	Date of Issue	Author(s)	Brief Description of Change
V1.0	May 2016	Gurvinder Devgun Karan Deep Singh	Approved version.

Table of Contents

1. Introduction

All the functionalities finalized as a part of Deliverable 2 are implemented. This document contains details about functionalities bundled as a part of Deliverable 2 along with their test case to make sure they conform to Requirements document.

2. Purpose

This document serves below mentioned essential and related purposes:

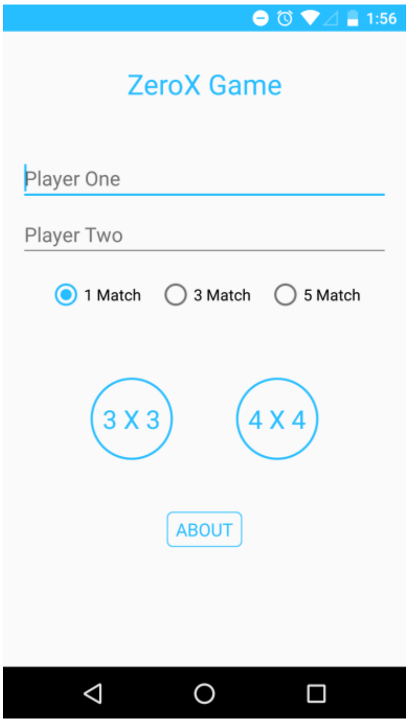
- Provides an overview of the functionalities submitted as a part of Deliverable 2.
- A test plan describing the application's success criteria and defining the individual test cases.

3. Functionalities Implemented

Req No.	Description
1*	The Tic-Tac-Toe game must allow two human players to play the game as opponents
2*	There must be three possible results – Tie, a player wins or his opponent wins.
3*	A player marks any of the grid squares with his symbol to create a straight line(horizontally, vertically or diagonally) before his opponent in order to win the game or restrict his opponent's move
4*	The application must allow the user to start a new game
5*	The application must display a summary of games won, lost or tied for the user
6*	The application must allow the users to play a series of 3 and series of 5 games
7*	The application must display the player name whose turn is due currently.
8	Splash screen must be intuitive.
9	Application icon must be appealing
10	About Game should provide information about the application.
11	User must be able to refresh the game
12	User must be able to play in grid of 4x4
13	User can go back from any screen to main screen or exit the game.
14	Player 1 field will be blank initially and will contain the name entered on second usage of the application

*Mandatory Requirements

3.1. The Tic-Tac-Toe game must allow two human players to play the game as opponents.



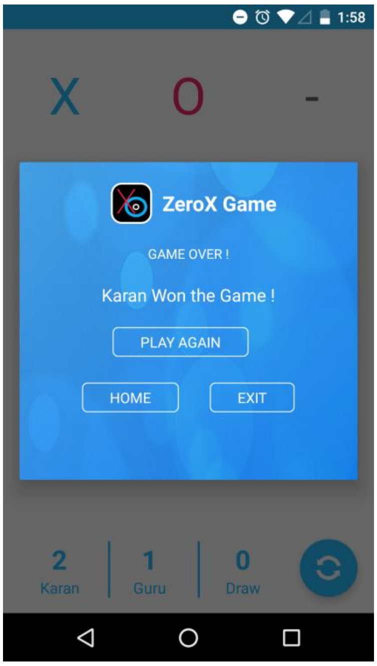
ZeroX Game

Player One

Player Two

● 1 Match ○ 3 Match ○ 5 Match

3.2. There must be three possible results – Tie, a player wins or his opponent wins.



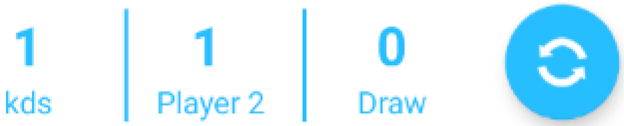
ZeroX Game

GAME OVER !

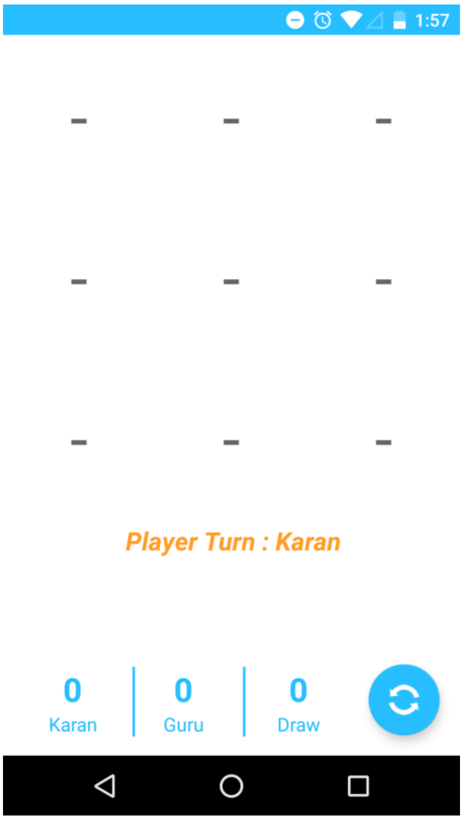
Karan Won the Game !

2	1	0
Karan	Guru	Draw

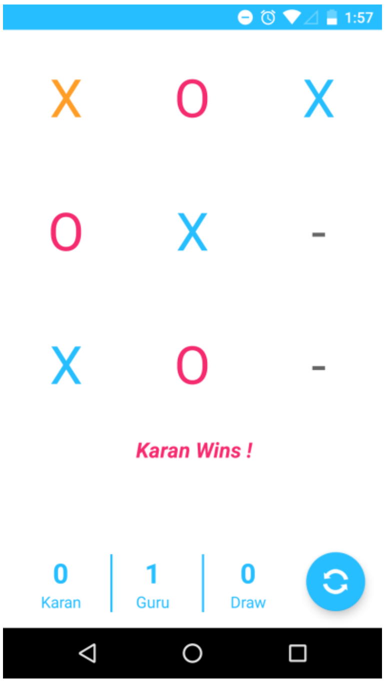
3.3. A player marks any of the grid squares with his symbol to create straight line (horizontally, vertically or diagonally) before his opponent in order to win the game or restrict his opponent’s move.



3.4. The application must allow the user to start a new game.



3.5. The application must display a summary of games won, lost or tied for the user

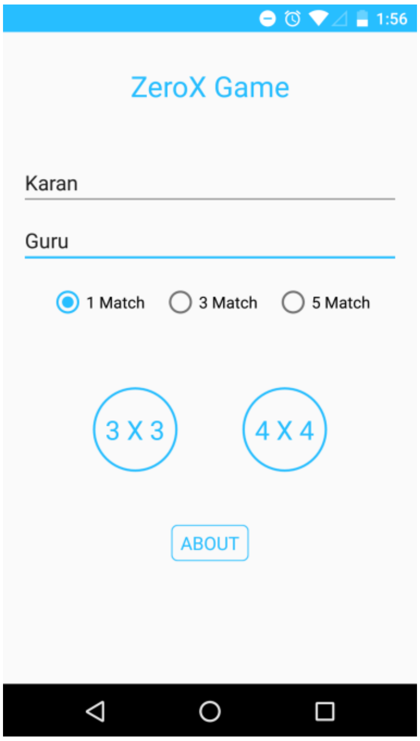


X	O	X
O	X	-
X	O	-

Karan Wins !

0	1	0
Karan	Guru	Draw

3.6. The application must allow the users to play a series of 3 and series of 5 games

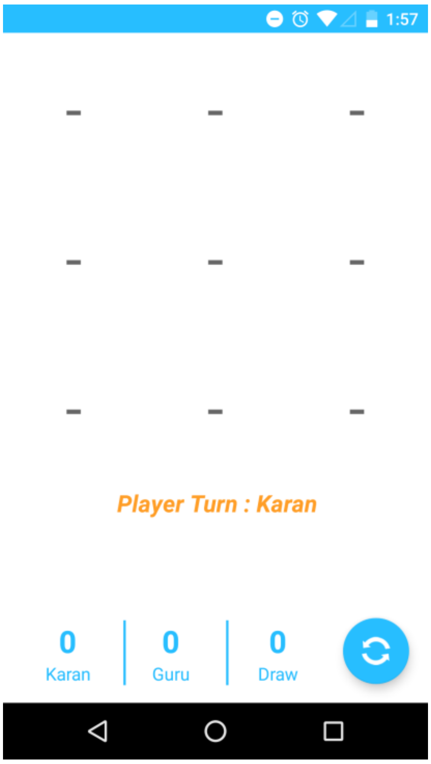


Karan

Guru

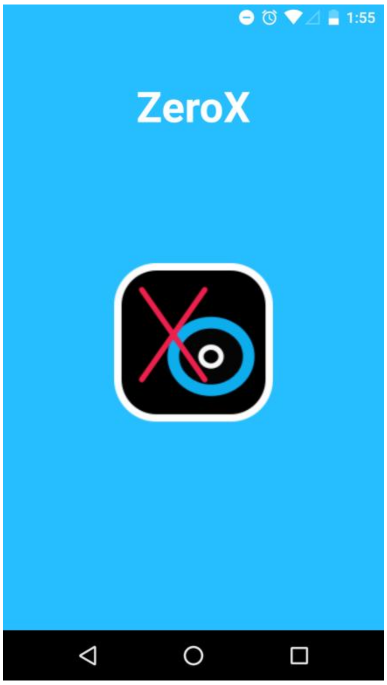
● 1 Match ○ 3 Match ○ 5 Match

3.7. The application must display the player name whose turn is due currently.

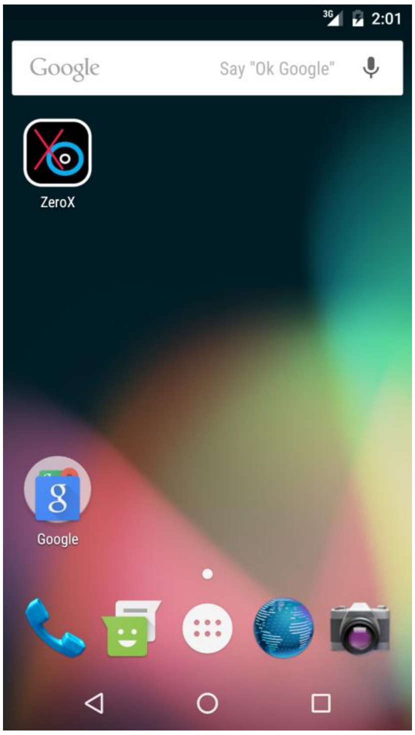


Player Turn : Karan

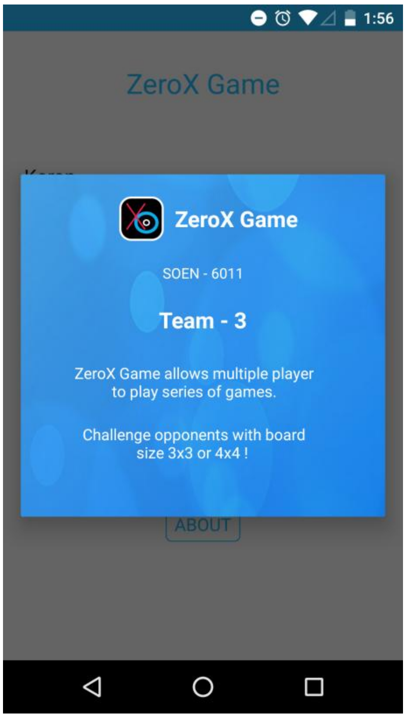
3.8. Splash screen must be intuitive.



3.9. Application icon must be appealing



3.10. About Game should provide information about the application.



ZeroX Game

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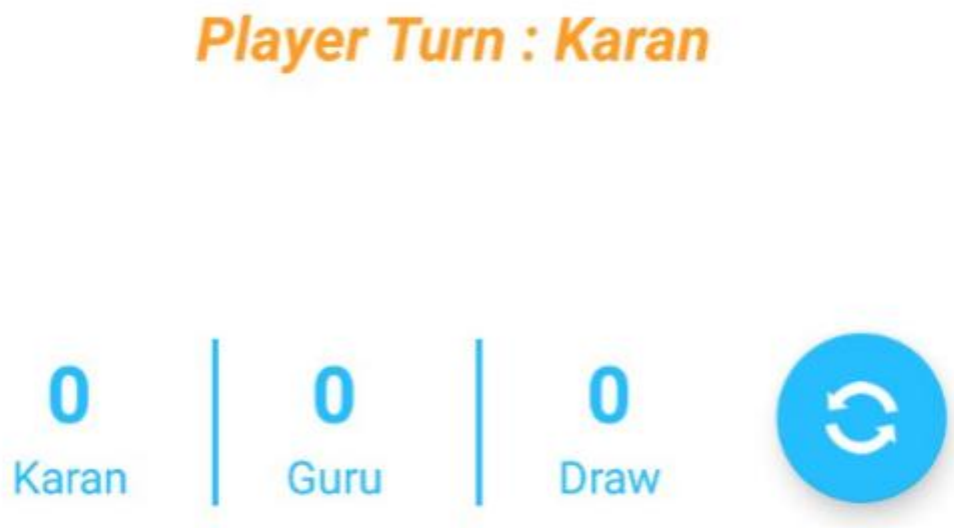
Team - 3

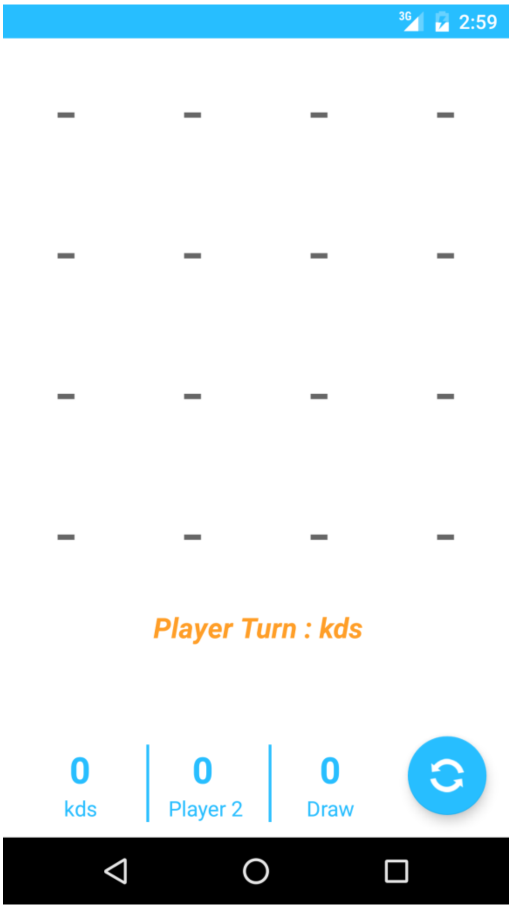
ZeroX Game allows multiple player to play series of games.

Challenge opponents with board size 3x3 or 4x4 !

3.11. User must be able to refresh the game



3.12. User must be able to play in grid of 4x4



4. Test Plan

The following is a sample test plan for the Tic-Tac-Toe game specified above.

4.1. Test Plan Objectives

- To test the requirements finalized for Deliverable 2.
- Identify existing project information and the software that should be tested.
- Recommend and describe the testing strategies to be employed.
- List the test cases for the deliverable elements of the test.

4.2. Test Cases

Following are the test cases employed for Deliverable 1

Test Case ID	Test Case Name	Steps	Expected Result
1.1	Test Move in a multiplayer game	1. Open the application. 2. Start a game. 3. Verify that multiplayer can play the game.	Player successfully play the game and can see the winner.

Test Case ID	Test Case Name	Steps	Expected Result
1.2	Test Set player name	1. Open the application. 2. Start a game. 3. Click on Set Player Info icon. 4. Enter Player name. 5. System acknowledges the inputs.	Player name is displayed during game play.

Test Case ID	Test Case Name	Steps	Expected Result
1.3	Test About Information	1. Open the application. 2. Click on About information.	The Information about the game is displayed on the popup

Test Case ID	Test Case Name	Steps	Expected Result
1.4	Test Status info	1. Open the application. 2. Start a game. 3. Click on scorecard icon. 4. Check status information.	Status information displays.

Test Case ID	Test Case Name	Steps	Expected Result
1.5	Check winner	1. Open the application 2. Start a game. 3. Make move.	System should check for winner.

Test Case ID	Test Case Name	Steps	Expected Result
1.6	Series of 3	1. Open the application 2. Select 3 Match checkbox. 3. Click on 3x3 or 4x4 4. winner on each move	The game with series of 3 starts.

Test Case ID	Test Case Name	Steps	Expected Result
1.7	Series of 5	1. Open the application 2. Select 5 Match checkbox. 3. Click on 3x3 or 4x4	The game with series of 5 starts.

5. Environment Specification

- All the implementation is done in Java.
- Deliver 2 is a Android mobile application.
- It is developed on Android Studio using JDK 1.7.
- Project uploaded on GitHub : https://github.com/Guru0410/ZeroXAndroid

6. Future Releases

The future releases will include following high level requirements:

Deliverable No.	Description	Due Date
3*	A two player computer version of the game against a computer player that uses a heuristic to attempt to beat the human player. Should work on desktop or Android mobile.	3 June, 2016