



SOEN 6011
Software Engineering Processes
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ZeroX Game

Deliverable 3: Release Document

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Project Name

- ZeroX

Team Name

- Team ZeroX

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Document Change Control

Version Number	Date of Issue	Author(s)	Brief Description of Change
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1. Introduction

All the functionalities finalized as a part of Deliverable 3 are implemented. This document contains details about functionalities bundled as a part of Deliverable 3 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 3.
- A test plan describing the application's success criteria and defining the individual test cases.

3. Functionalities Implemented: Deliverable 3

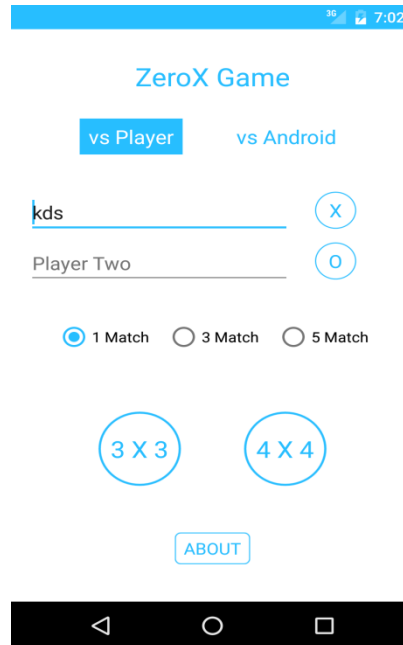
- We have implemented all the functionalities starting from **D1 to D3 on Android**.
- Also, we have included Windows version of Deliverable 3 however it does not contain Series of 3 and 5 from Deliverable 2.

Req No.	Description
1*	The application must allow user to play against computer as opponent
2*	The application must allow the user to play with novice and expert level of computer game play ability.
3*	The application must run background music when a player is playing against computer.
4*	The application must allow the user to select either "X" or "O" as his/her symbol during game play.
5	The application must display an e-gift message to the user on win.

*Mandatory Requirements

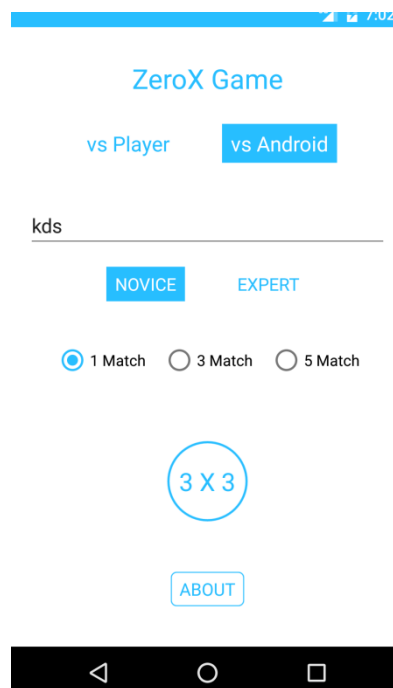
3.1. Android_Home_VsPlayer

The application must allow user to play against computer as opponent.



3.2. Android_Home_PlayLevel

The application must allow the user to play with novice and expert level of computer game play ability.

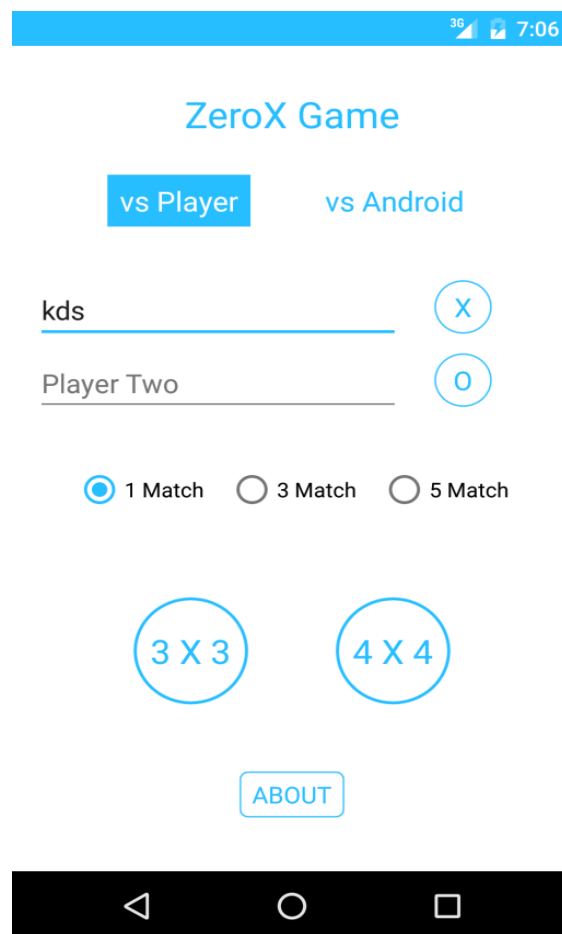


3.3. Android_Play _Sounds

The application must run background music when a player is playing against computer. This functionality can be experienced only when installed.

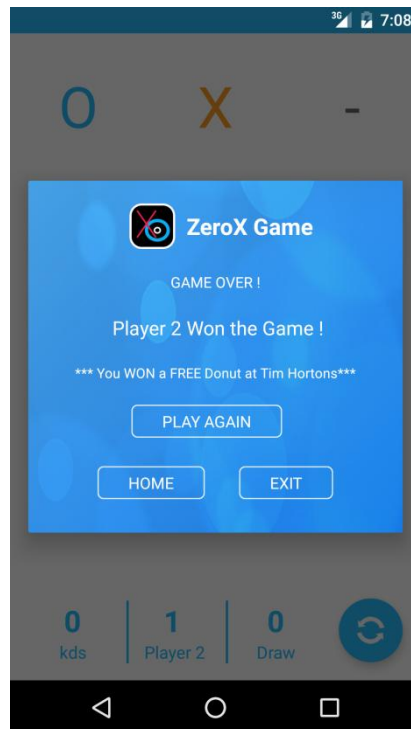
3.4. Android_X_O

The application must allow the user to select either "X" or "O" as his/her symbol during game play. Click the X symbol to toggle symbols. Refer Snapshot below:



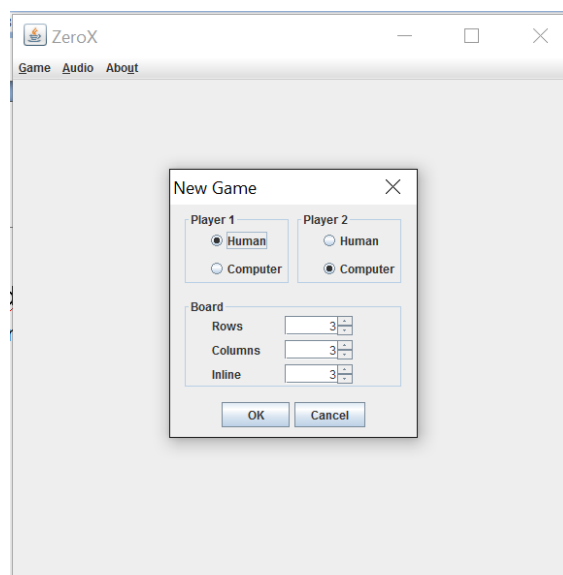
3.5. Android_Gift

The application must display an e-gift message to the user on win.

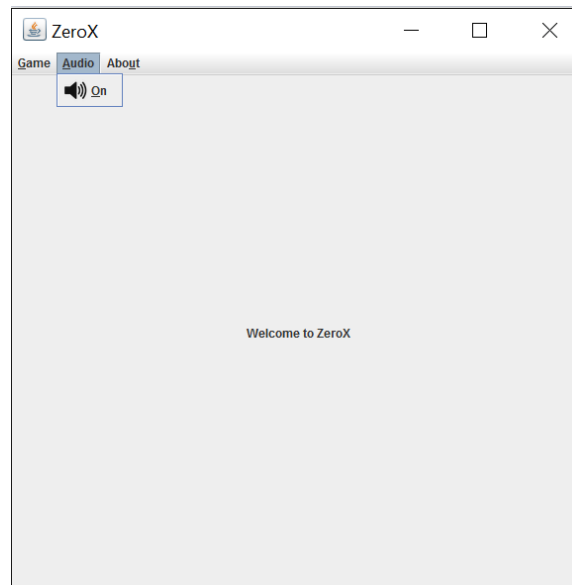


3.6. Windows_vsComputer

The Windows application also allows to play against user.

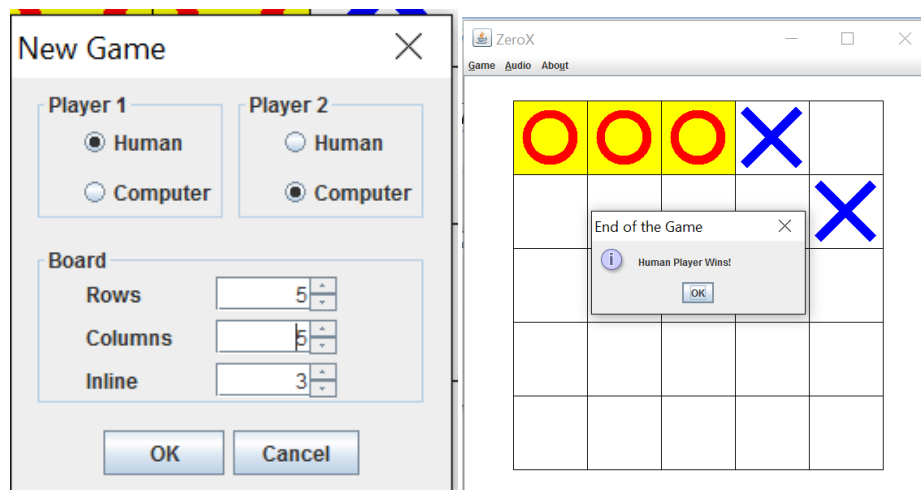


3.7. Windows_Sounds



3.8. Windows_NewFeature

Allows a user to play customizable version of TicTacToe.



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 3.
- 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 play versus computer	<ol style="list-style-type: none">1. Start a game.2. Verify that one player can play against computer.3. A player successfully plays and exits the game.	Player successfully play the game and can exits the game.

Test Case ID	Test Case Name	Steps	Expected Result
1.2	Test play background music	<ol style="list-style-type: none">1. Selects to play against computer and start a game.2. System records the inputs.3. Verify that background music is playing or not.	Background music will play.

Test Case ID	Test Case Name	Steps	Expected Result
1.3	Test get gift on win	<ol style="list-style-type: none"> 1. Start a game. 2. User wins the game. 3. Verify that on winning, system displays congratulation message along with a image of a gift pack. 	Get gift on win .

Test Case ID	Test Case Name	Steps	Expected Result
1.4	Test novice game play level	<ol style="list-style-type: none"> 1. Start a game. 2. Selects the game play level to expert. 3. Check AI user heuristics to expert level. 	Play as expert game play level.

Test Case ID	Test Case Name	Steps	Expected Result
1.5	Test calculate random move	<ol style="list-style-type: none"> 1. Start a game. 2. Make move and block a grid. 3. Computer makes a random move without checking heuristics. 	System should calculate random mover.

5. Environment Specification

- All the implementation is done in Java.
- Windows application developed on Eclipse IDE.
- Android application developed on Android studio.
- Windows uploaded on GitHub : <https://github.com/Guru0410/ZeroXWindow.git>
- Android uploaded on GitHub : <https://github.com/Guru0410/ZeroXAndroid.git>