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Software Engineering Processes
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ZeroX Game

Deliverable 1: 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
V1.0	May 2016	Gurvinder Devgun Karan Deep Singh	Approved version.

Contents

1. Introduction

All the functionalities finalized as a part of Deliverable 1 are implemented. This document contains details about functionalities bundled as a part of Deliverable 1 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 1.
- A test plan describing the application's success criteria and defining the individual test cases.

3. Functionalities Implemented

| Req No.	Description
1*	The application displays a 3*3 board displayed on the screen for the game-play.
2*	The application allows the user to quit the game anytime.
3*	The application allows the user to choose "X" or "O" for display on the game board.
4*	The application allows the user to reset the board.
5	The application disables a grid cell as soon a user clicks it. It must display the symbol associated with the user who clicked in the disabled cell.
6	The application displays "About Application".
7	The application displays "About Team".
8	Window of the application is responsive to the screen size.
9	The grid cell displays the symbol "X" or "O" on mouse hover.

*Mandatory Requirements

3.1. The application displays a 3*3 board displayed on the screen for the game-play.
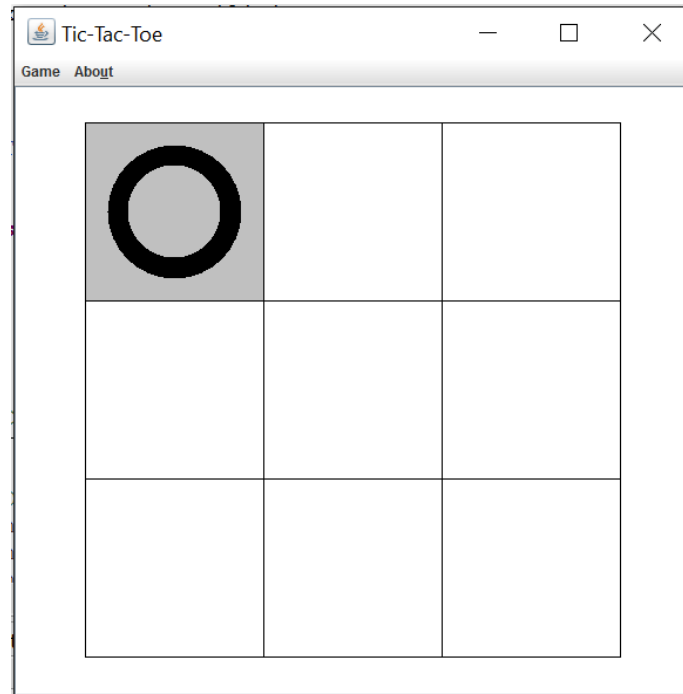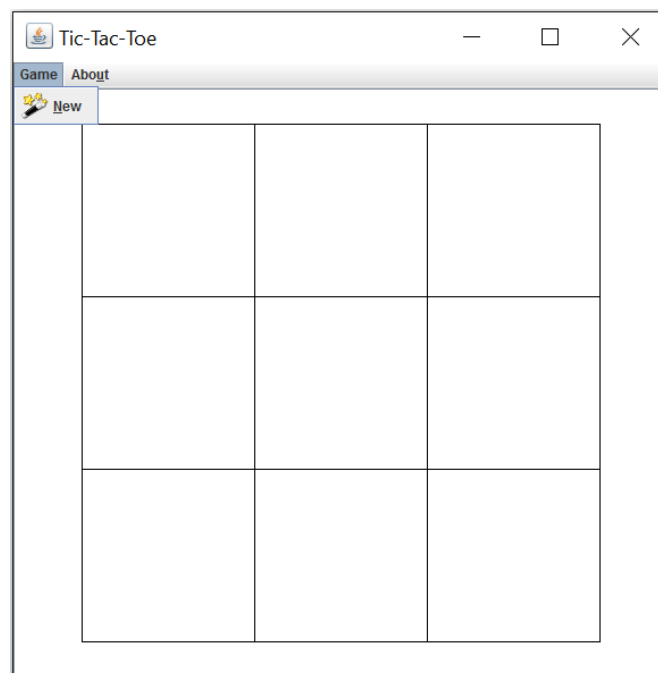

3.2. The application allows the user to quit the game anytime.
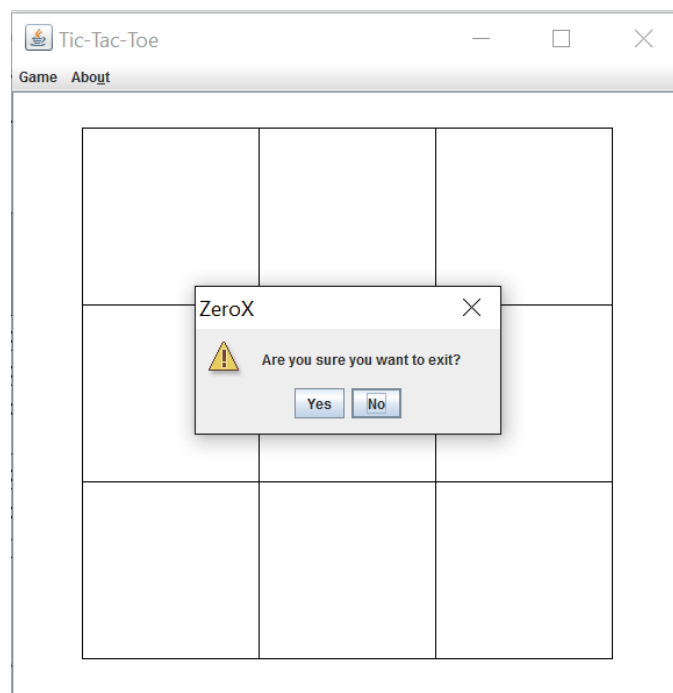
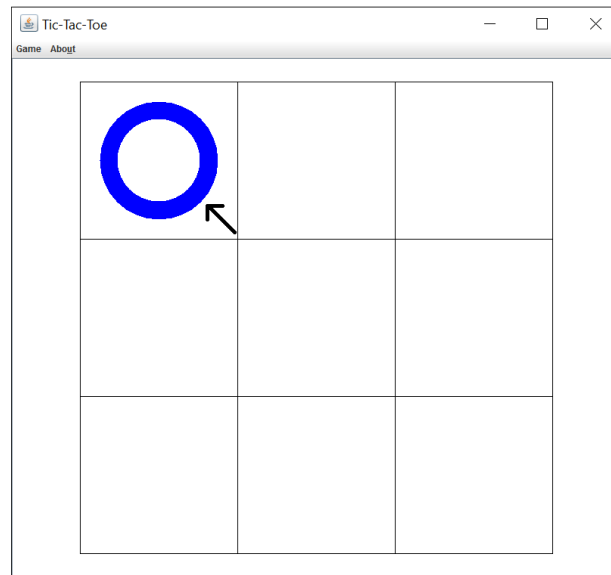## 3.3. The application allows the user to choose "X" or "O" for display on the game board.
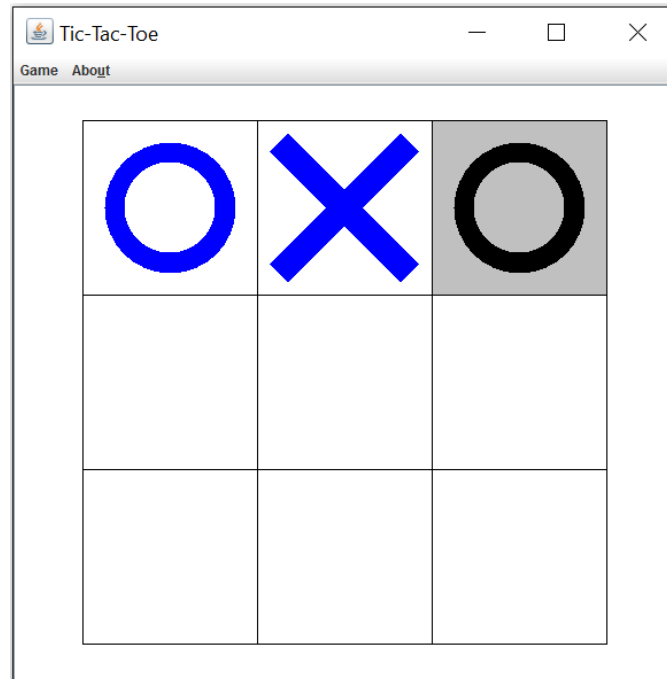
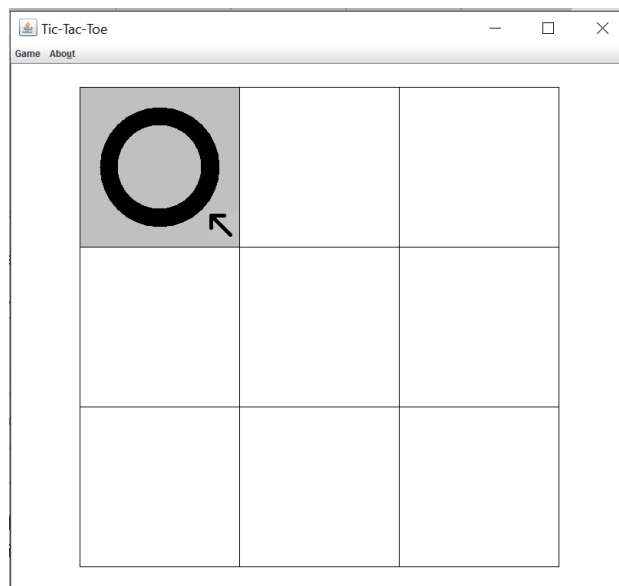
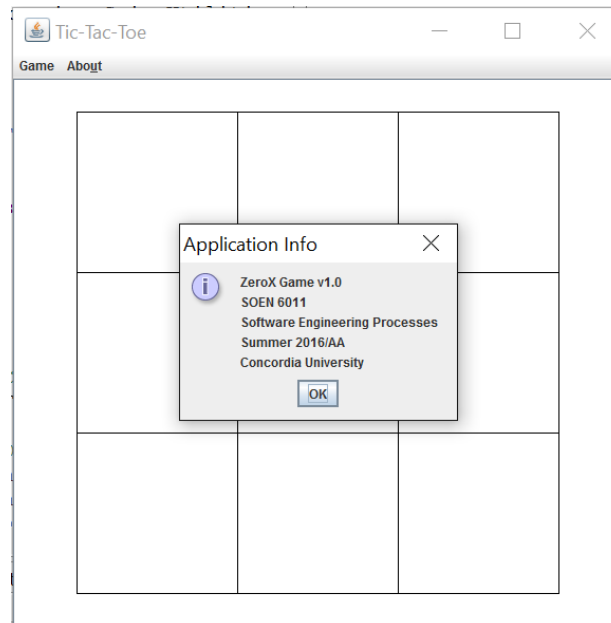## 3.4. The application allows the user to reset the board.

3.5. The application disables a grid cell as soon a user clicks it. It must display the symbol associated with the user who clicked in the disabled cell.
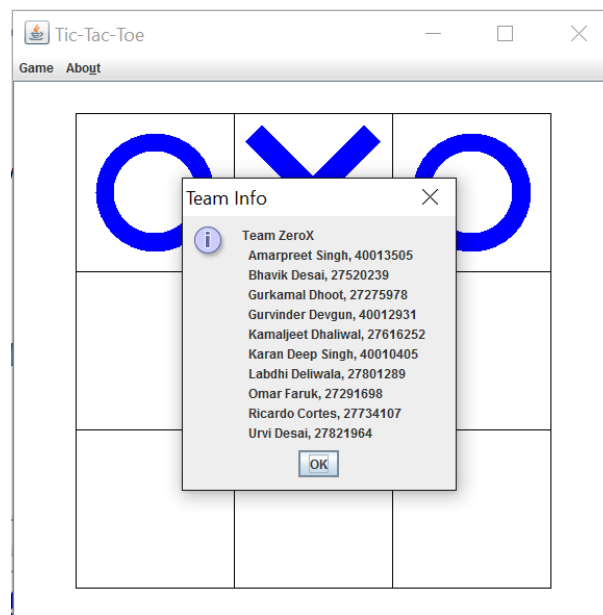

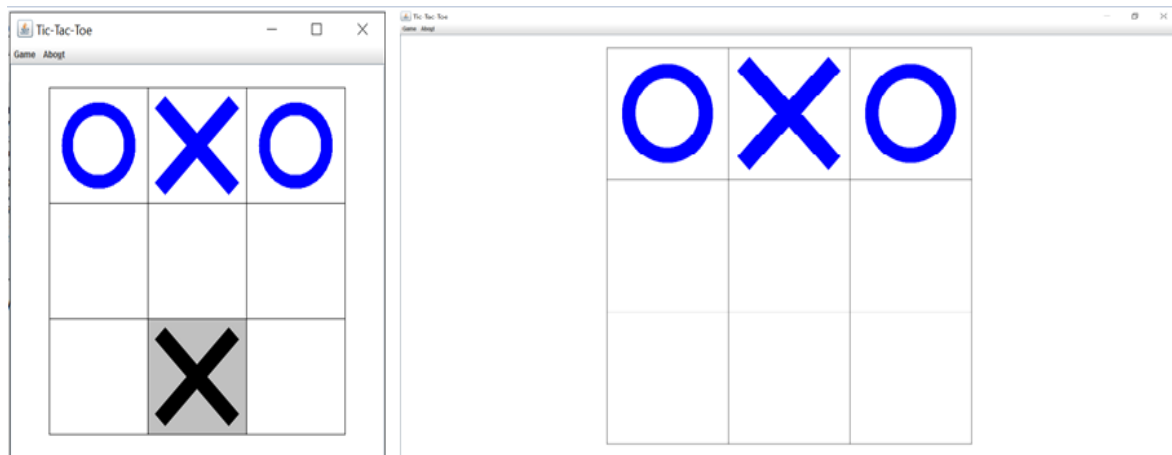**3.6. The grid cell displays the symbol "X" or "O" on mouse hover.**

3.7. The application displays "About Application".

3.8. The application displays "About Team".

3.9. Window of the application is responsive to the screen size.

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 1.
- 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 3*3 board	1. Open the application 2. Verify if the game displays 3*3 board.	The game displays 3*3 board.

Test Case ID	Test Case Name	Steps	Expected Result
1.2	Test Quit Game	1. Open the application 2. Start a game. 3. Click on Quit icon "X" to close the game. 4. Click "Yes" on the popup.	The game exits.

Test Case ID	Test Case Name	Steps	Expected Result
1.3	Test Display "X" and "O"	1. Open the application 2. Start a game. 3. Verify that "O" is displayed on first click. 4. Verify that "X" is displayed on subsequent click .	"O" and "X" are displayed on screen as per sequence.

Test Case ID	Test Case Name	Steps	Expected Result
1.4	Test Reset Board.	1. Open the application 2. Start a game. 3. Make some selections on the game. 4. Click on Game and select "New"	The Game board refreshes.

Test Case ID	Test Case Name	Steps	Expected Result
1.5	Test Cell Disable.	1. Open the application 2. Start a game. 3. Make selection on any empty grid cell. 4. Click on the same grid cell to verify that it is disabled for further clicks.	The Game Cell is disabled for further clicks.

Test Case ID	Test Case Name	Steps	Expected Result
1.6	Test About Application	1. Open the application 2. From the menu drop down "About" select "About Application"	"About Application" is displayed.

Test Case ID	Test Case Name	Steps	Expected Result
1.7	Test About Team	1. Open the application 2. From the menu drop down "About" select "About Team"	"About Team" is displayed.

Test Case ID	Test Case Name	Steps	Expected Result
1.8	Test Game Panel Symmetry	1. Open the application 2. Change the size of game window. 3. Verify that the symbols and the grid cell adjust accordingly.	The Game panel is in symmetry with window size.

Test Case ID	Test Case Name	Steps	Expected Result
1.9	Test Display "X" or "O" on mouse hover.	1. Open the application 2. Start the game. 3. Verify that "O" or "X" is displayed on the grid cell on move hover.	"O" or "X" is displayed on the grid cell on move hover.

5. Environment Specification

- All the implementation is done in Java.
- Deliverable 1 is a desktop application.
- It is developed on Eclipse IDE using JDK 1.7.
- Compatibility with Windows and Mac OS.
- Application requires 25 Mb of CPU RAM.
- Project uploaded on GitHub : https://github.com/Guru0410/ZeroXWindow.git

6. Future Releases

The future releases will include following high level requirements:

Deliverable No.	Description	Due Date
2*	A Java mobile application that works on Android devices for the full Tic-Tac-Toe game (2 human players).	27 May, 2016
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