

SilverBullet TicTacToe Development Manual

In this manual you will find instruction how to install the Tic Tac Toe game.

What you need for this installation on a fresh machine is:

- Git
- Gradle
- Java SE Development Kit 7
- Spark
- heroku
- Travis

To open in a browser:

<https://herokutoe.herokuapp.com/>

Clone the Tic Tac Toe repository from github to get access to the code:

[git@github.com:HUGB-SilverBullet/TicTacToe.git](https://github.com/HUGB-SilverBullet/TicTacToe)

External libraries are automatically handled by Gradle for us.

Compile and package Tic Tac Toe by running:

```
./bin/compile  
./bin/package
```

Commit to main branch and deploy to production:

After you have made some changes to the repo, you must commit and add it to the main branch with Git. When the changes have been uploaded to the main github branch the following automated build process begins:

- Travis-CI will build the project, the status of the progress can be monitored at:
<https://travis-ci.org/HUGB-SilverBullet/TicTacToe>
- Travis-CI compiles the code and runs unit tests
- Selenium is used for end-to-end testing on the application

Resources

Git: <https://github.com>

Gradle: <http://www.gradle.org/downloads>

Java SE Development Kit 7:

<http://www.oracle.com/technetwork/java/javase/downloads/jdk7-downloads-1880260.html>

Spark: <http://sparkjava.com/>

Selenium: <http://www.seleniumhq.org/>

IntelliJ IDEA: <https://www.jetbrains.com/idea/download/>

Heroku: <https://heroku.com/>

Travis: <https://travis-ci.org/>