**WarGames Project**

**GETTING STARTED**:

This is an application that plays tic-tac-toe. To run the application, the user selects the run icon in the IDE to display the WarGames menu application window. The user must select an avatar before the game can start and can optionally pick a background color for the game. The user can select Stat Game button or Exit button. The start game button will open the game board. The player goes first then the computer will pick the best move to play against the player. Once the game is finished, the user can select the clear board button to continue playing.

**PREREQUISITES**:

The prerequisites for this program are an Eclipse IDE or Intellij IDEA for Windows, MacOS, Linux, and Solaris systems. JavaFX SDK 14 and Java JDK 14 installed.

**INSTALLING**:

To install this program, the user can download a folder containing the java class files necessary to run the application. The class files can then be transferred to a project folder of the IDE. The second option is to clone the project from the GitHub repository. The user must have Java JDK installed before running the application, and the user must have the JavaFX libraries extracted. In the IDE, the user must set up the JavaFX library in the project structure and set the VM options to their JavaFX library directory.

Link for JavaFX setup:

<https://openjfx.io/openjfx-docs/>

Link to GitHub Repository:

<https://github.com/jagentry07/COSC1337>

**RUNNING THE TESTS**:

To run the tests of this application, the class containing the main method works to launch the program to the screen. Tests can be made by clicking the buttons to see if all of the avatars and backgrounds work with game start. Check if clear board can be initiated prior to a win condition. Click to see if tokens can be played after a condition.

**BREAKING DOWN THE END TO END TESTS**:

There is the start method that extends Application in the WarGamesApp class. This holds the basic structure of the program. There are also winning condition methods in the GameBoard class. The Computer and Player class holds the getter methods to get the corresponding class info (i.e. Avatars, taunts, token images). When the main method is called, a test can be made at the beginning to see what javafx objects are called upon, whether it is a button click or radio button selection for a bet.

**CODING STYLE TESTS**:

The coding style focuses on neat code and statements and methods that are modulated for easy readability by the programmer. There are also many comments to direct the programmer as to how to best run the application.

**DEPLOYMENT**:

The Application is deployed and compiled using the Eclipse IDE or Intellij IDEA

**BUILT WITH**:

Eclipse Oxygen 2019

Intellij IDEA 2020.2 EAP

Java JDK 14

JavaFX 14

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