Sprint 2

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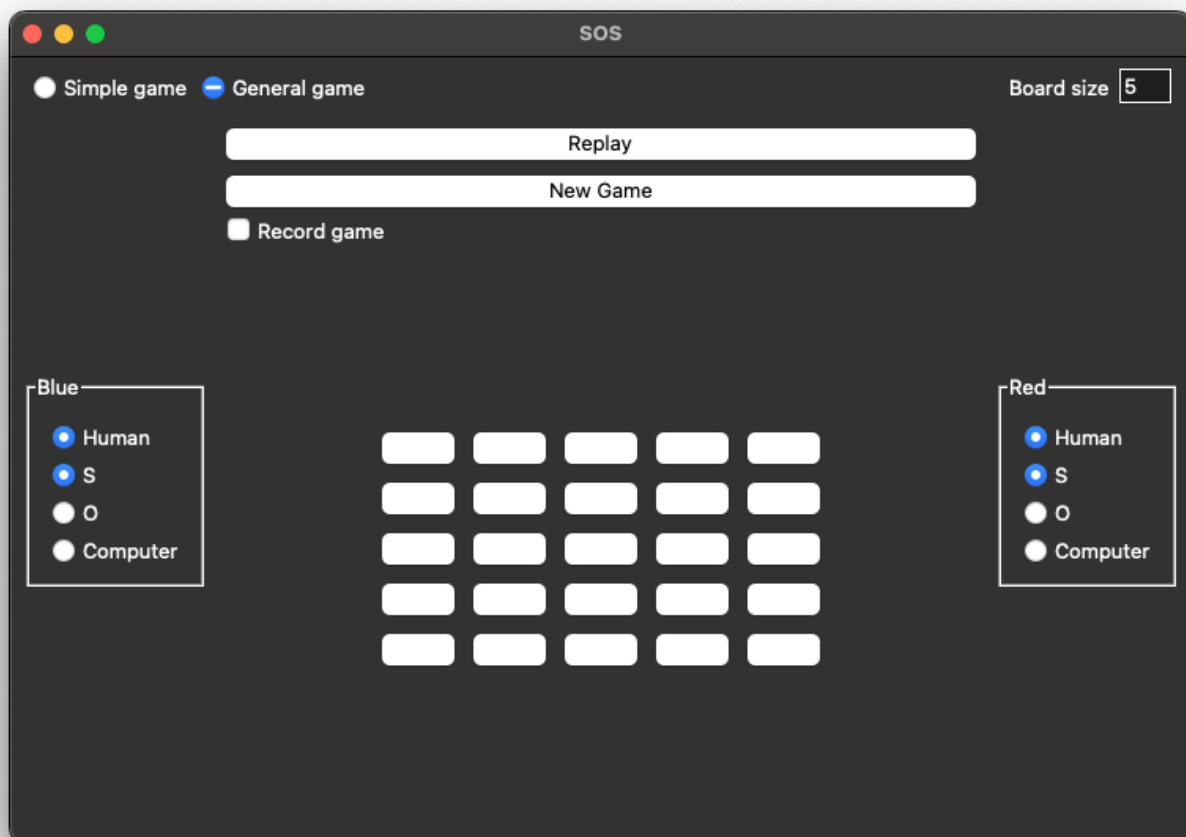CS449

Sprint-2

https://github.com/Jordinaa/cs449/tree/main/sprint2

Implement the following features of the SOS game:

1. the basic components for the game options (board size and game mode) and initial game
2. S/O placement for human players without checking for the formation of SOS or determining the winner.

Sample Interface

1 Demonstration (8 points)

	Feature	
1	Choose board size	
2	Choose game mode	
3	Initial game of the chosen board size and game mode	
4	"S" moves	
5	"O" moves	
6	Automated unit tests	

2 Summary of Source Code

Source code file name	Production code or test code?	# lines of code
GUI.py	Production Code	116
Logic.py	Production Code	5
main.py	Production Code	9
UnitTest.py	Test Code	51
		Total: 180

3 Production Code vs User stories/acceptance Criteria

User Story ID	User Story Name
1	Choose a board size
2	Choose the game mode of a chosen board
3	Start a new game of the chosen board size and game mode
4	Make a move in a simple game
5	Make a move in a general game

User Story ID and Name	AC ID	Class Name(s)	Method Name(s)	Status (complete or not)	Notes (optional)
1	1.1	`GUI`	`self.board_size = tk.IntVar(value=5)`	Complete	
2	2.1	`GUI`	`self.game_type_frame = tk.Frame(self.top_frame)`	Complete	Dynamic board added
	2.2	`GUI`		Complete	

User Story ID and Name	AC ID	GUI's Name(s)	Method Name(s)	Status (complete or not)	Notes (optional)
3	3.1	GUI	`start_new_game(self)`	Complete	
4	4.1	GUI	`handle_grid_click(self, row, col)`	Complete	
5	5.1	`Logic`	N/A	Not	
6	6.1	`GUI`	N/A	Complete	Moving to Logic later
7	7.1	`Logic`	N/A	Not	

4 Tests vs User Stories/Acceptance Criteria

User Story ID	User Story Name
1	Choose a board size
2	Choose the game mode of a chosen board
3	Start a new game of the chosen board size and game mode
4	Make a move in a simple game
5	Make a move in a general game

4.1 Automated test directly corresponding to the acceptance criteria of the above user stories

User Story ID and Name	Acceptance Criterion ID	Class Name (s) of the Test Code	Method Name(s) of the Test Code	Description of the Test Case (input & expected output)
1	1.1	`TestGUI`	None	None
2	2.1	`TestGUI`	`test_inital_state`	None
	2.2	`TestGUI`		
3	3.1	`TestGUI`	`test_inital_state`	Checks initial state of application it verifies that the current turn is set to 'blue' and default board size is 5
4	4.1	`TestGUI`	`test_handle_grid_click`	- updates the cells to the currently selected letter in my case 'S' - Change text color to match current

User Story ID and Name	Acceptance Criterion ID	Class Name (s) of the Test Code	Method Name(s) of the Test Code	Description of the Test Case (input & expected output)
				player - switches turns between players after each click on the grid

4.2 Manual test directly corresponding to the acceptance criteria of the above user stories

- **Video - for manual test**

4.3 Other automated or manual tests not corresponding to the acceptance criteria of the above user stories

Number	Test Input	Expected Result	Class Name of the Test Code	Method Name of the Test Code