Sprint 2

https://github.com/JuanGamez79/CS449HW1.git

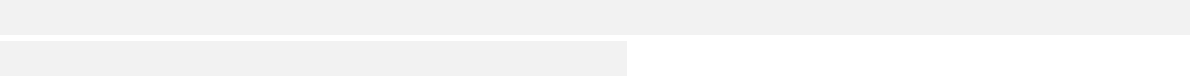
Video: https://umsystem.hosted.panopto.com/Panopto/Pages/Viewer.aspx?id=323e2e60-487a-481e-a894-b37e0025600c

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| User Story ID | AC ID | Description of | Status | Method Names |  |
| and Name |  | acceptance criteria | (completed,to |  |  |
|  |  |  | Do,inProgress |  |  |
|  |  |  | ) |  |  |
| Choose a board | 1.1 | AC 1.1 Show board size selection | Completed |  |  |
|  | Given the start screen is visible |  |  |  |
| size |  | When the player selects board size |  |  |  |
|  | Then the UI must show that it has |  |  |  |
|  |  | accepted the input |  |  |  |
|  | 1.2 | AC 1.2 Create grid with size n |  |  |  |
|  |  |  |  |
|  |  | Given the player has input the size |  |  |  |
|  |  | of the the board |  |  |  |
|  |  | When a new game starts |  |  |  |
|  |  | Then a board the size n\*n will |  |  |  |
|  |  | show with empty squares |  |  |  |
| Choose the | 2.1 | AC 2.1 Show buttons for modes | In Progress |  |  |
|  | Given the start screen is visible |  |  |  |
| game mode of a |  | When the player selects the game |  |  |  |
|  | mode |  |  |  |
| chosen board |  | Then the game mode selected is |  |  |  |
|  |  | the only one applied |  |  |  |
|  | 2.2 | AC 2.2 general game is chosen |  |  |  |
|  |  |  |  |
|  |  | Given player chose general game |  |  |  |
|  |  | mode |  |  |  |
|  |  | When a new game starts |  |  |  |
|  |  | Then the rules for general games |  |  |  |
|  |  | are applied |  |  |  |
|  | 2.3 | AC 2.3 Simple game is chosen |  |  |  |
|  |  |  |  |
|  |  | Given player chose simple game |  |  |  |
|  |  | mode |  |  |  |
|  |  | When a new game starts |  |  |  |
|  |  | Then the rules for general games |  |  |  |

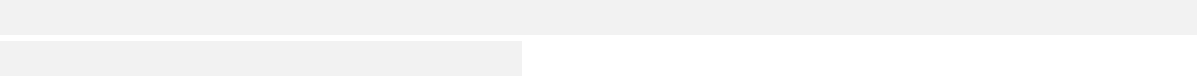
|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  |  | are applied |  |  |  |
| Start a new | 3.1 | AC 3.1 New game | Completed |  |  |
|  | Given the input for board size and |  |  |  |
| game of the |  | game mode |  |  |  |
|  | When the player clicks play game |  |  |  |
| chosen board |  | Then the board shows up with all |  |  |  |
| and game mode |  | empty squares and correct size |  |  |  |
|  | and rules | Completed |  |  |
| Make a move in | 4.1 | AC 4.1 Valid selection |  |  |
|  | Given its the players turn in simple |  |  |  |
| a simple game |  | mode |  |  |  |
|  | When the player selects an empty |  |  |  |
|  |  | square |  |  |  |
|  |  | Then the correct symbol ‘S’ or ‘O’ |  |  |  |
|  |  | will appear where selected |  |  |  |
|  | 4.2 | AC 4.2 Invalid selection |  |  |  |
|  |  |  |  |
|  |  | Given its the players turn in simple |  |  |  |
|  |  | mode |  |  |  |
|  |  | When the player selects an |  |  |  |
|  |  | occupied square |  |  |  |
|  |  | Then the UI will show that it can |  |  |  |
|  |  | not place a symbol there and wait |  |  |  |
|  |  | for valid input | To do |  |  |
| A simple game | 5.1 | AC 5.1 Winner |  |  |
|  | Given a simple game as started |  |  |  |
| is over |  | When a move spells out “SOS” |  |  |  |
|  | Then the game ends and UI |  |  |  |
|  |  | announces winner |  |  |  |
|  | 5.2 | AC 5.2 TIE |  |  |  |
|  |  |  |  |
|  |  | Given a simple game has started |  |  |  |
|  |  | When all sqaures are filled with no |  |  |  |
|  |  | “SOS” spelled out |  |  |  |
|  |  | Then the game ends and UI |  |  |  |
|  |  | announces a TIE | To do |  |  |
| Make a move in | 6.1 | AC 6.1 Valid input |  |  |
|  | Given it is the player’s turn in |  |  |  |
| a general game |  | general mode |  |  |  |
|  | When the player selects an empty |  |  |  |
|  |  | square and places an S or O |  |  |  |
|  |  | Then the symbol appears, and the |  |  |  |
|  |  | system checks for any new SOS |  |  |  |
|  |  | sequences, updating the score if |  |  |  |
|  |  | found. |  |  |  |
|  | 6.2 | AC 6.2 Invalid input |  |  |  |
|  |  |  |  |
|  |  | Given it is the player’s turn in |  |  |  |
|  |  | general mode |  |  |  |
|  |  | When the player selects an |  |  |  |
|  |  | occupied square |  |  |  |
|  |  | Then the UI shows that the move |  |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  |  | is invalid and waits for valid input. | To do |  |  |
| A general game | 7.1 | 7.1 Winner |  |  |
|  | Given a general game has started |  |  |  |
| is over |  | When all squares are filled and |  |  |  |
|  | one player has more SOS |  |  |  |
|  |  | sequences than the other |  |  |  |
|  |  | Then the game ends and the UI |  |  |  |
|  |  | announces the player with the |  |  |  |
|  |  | highest score as the winner. |  |  |  |
|  | 7.2 | 7.2 Tie |  |  |  |
|  |  |  |  |
|  |  | Given a general game has started |  |  |  |
|  |  | When all squares are filled and |  |  |  |
|  |  | both players have the same |  |  |  |
|  |  | number of SOS sequences |  |  |  |
|  |  | Then the game ends and the UI |  |  |  |
|  |  | announces a TIE. |  |  |  |

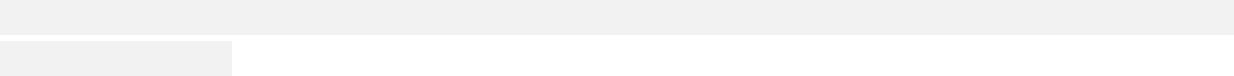
Choose a board size is tested in the start screen where im able to input a number 3 - 10 and its generates a grid based on that number



Choose the game mode of a chosen board: Is tested by the top left buttons that allow to choose either simple or general game.



Start a new game of the chosen board size and game mode: When clicing the start buttont he grid shows up



Make a move in the games: althgouh rules are not implented yet, I am able to make a move succesfully

