

Faculty of Engineering, Cairo University

Project Report

Communication, Integration & Testing

Hex Team
5-14-2017

Team-members:

1132209	احمد عبدالحميد محمود عبدالحميد	Ahmed Abd El-Hamid Mahmoud Abd El-Hamid	Integration, Testing and Communication Team
1132180	محمود محمد وهبة احمد	Mahmoud Mohamed Wahbaa	Integration, Testing and Communication Team

Bug-reports:

1. Both players has the same color **(Blue)** when hosting or joining the game. **(SOLVED)**
2. Each move takes a significant delay to show on the board. **(UNSOLVED)**
3. Clicking on already taken positions resulted in sending the co-ordinates and resuming the game. **(SOLVED)**
4. Closing the learning thread results in crashing the game. **(UNSOLVED)**

Test-case scenarios:

1. The player who started the game session will be considered as player one and the one who joins the game will be considered as player two. Both teams are permitted to choose any desired path to be displayed on the screen, but while communicating with the other team the logic must maintain the same and the logic agreed on is that player one's goal is a **Blue horizontal path (2 vertical sides)** and player two's goal is a **Red vertical path (2 horizontal sides)**. **(PASS)**
2. In the first move of the second player, he may swap. In this situation there is no need for swapping cell's position or color of existing cell, both players just change their colors and accordingly their goals in the upcoming turns. For example, if player one's cells are **(Blue)** and player two's cells are **(Red)**. After player one's turn, player two swaps. Player one's upcoming cells will become **(Red)** and the current cell on the board will belong to player two's upcoming color which will become **(Blue)**. **(PASS)**
3. No Player is allowed to send coordinates of a cell that is already taken by him or by the other player, otherwise the game ends and he lose immediately. **(PASS)**

Meeting minutes:

1. Agree with the other communication team on methods of communication and protocols. **(10/4/2017)**
2. Implement and testing the communication code with teammate. **(17/4/2017)**
3. Integrating code with implementation and interface teams and testing it. **(5/5/2017)**