



T-303-HUGB,
Hugbúnaðarfræði I
Kennari: Hannes Pétursson

Síðannarverkefni

Development Manual

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The assignment was to set up technical infrastructure to support Agile Development. This project implements the game TicTacToe. The project was developed on a Git source control system (GitHub).

The following describes what is needed to build the project on “fresh” machine:

- **Active GitHub account.**

The project repository is stored at github.com. The team owner provides access to other members, using their GitHub account.

- **The project repository**

The project repository is stored here: <https://github.com/SuperAdmins/GameTicTacToe>
The user then clones the repository onto the desired machine.

- **Java 7.**

The project runs on Java SE Development Kit 7 (JDK7). To check if JDK7 is installed on a machine the user can type `java -version` in command line. If the user doesn't have JDK7 installed the development environment can be downloaded from here:
<http://www.oracle.com/technetwork/java/javase/downloads/jdk7-downloads-1880260.html>
!

- **Gradle**

Gradle is an automation building tool. It is used to build and test code locally. A user can check if he has Gradle installed by typing `gradle --version` in command line. If gradle is not installed, it can be downloaded from gradle.org. The code can be tested, checked and built with `gradle <somegradlecommand>`.

- **JaCoCo**

JaCoCo is a free code coverage library for Java. It is used to find out which parts of code are tested by registering the lines of code executed when doing the test. To run the code coverage test the user can enter `\codecov` in command line.
`gradle build jacocoTestReport.`