**Project Sprint #2**

Implement the following features of the SOS game: (1) the basic components for the game options (board size and game mode) and initial game, and (2) S/O placement for human players ***without*** checking for the formation of SOS or determining the winner. The following is a sample interface. The implementation of a GUI is strongly encouraged. You should practice object-oriented programming, making your code easy to extend. It is important to separate the user interface code and the game logic code into different classes (refer to the TicTacToe example). xUnit tests are required.

|  |  |  |
| --- | --- | --- |
| SOS Icon  Description automatically generated Simple game Icon  Description automatically generated General game Board size  8 | | |
| Blue player  Icon  Description automatically generated S  Icon  Description automatically generated O | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | |  |  |  |  |  |  |  |  | | O |  |  |  |  |  |  |  | |  |  | S | O | S |  |  |  | |  |  |  |  | S |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  | S | | Red player  Icon  Description automatically generated S  Icon  Description automatically generated O |
|  | Current turn: blue (or red) |  |

Figure 1. Sample GUI layout of the Sprint 2 program

**Deliverables:**

1. **Demonstration (8 points)**

Submit a video of no more than three minutes, clearly demonstrating that you have implemented the required features and written some automated unit tests. In the video, you must explain what is being demonstrated.

|  |  |  |
| --- | --- | --- |
|  | **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 |  |
| … |  |  |

1. **Summary of Source Code (1 points)**

|  |  |  |
| --- | --- | --- |
| Source code file name | Production code or test code? | # lines of code |
| Board.java | Production code | 104 |
| GameFrame.java | Production code | 486 |
| BoardTest.java | Test code | 190 |
| Total | | 780 |

**You must submit all source code to get any credit for this assignment.**

1. **Production Code vs User stories/Acceptance Criteria (3 points)**

Update your user stories and acceptance criteria from the previous assignment and ensure they adequately capture the requirements. Summarize how each of the following user story/acceptance criteria is implemented in your production code (class name and method name etc.)

|  |  |
| --- | --- |
| **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 |
| 6 | 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 Choose a board size | 1.1 | Board | setBoardSize | Complete |  |
|  | 1.2 | GameFrame | startGameButtonActionPerformed | Complete | Needs decoupled |
|  | 1.3 | Board | setBoardSize | Complete | The default board size is set in the class variable boardSize |
| 2 Choose game mode of chosen board | 2.1 | Board | setGameType | Complete |  |
|  | 2.2 | Board | setGameType | Complete |  |
|  | 2.3 | Board | setGameType | Complete | The default game mode is set in the class variable gameType. |
| 3 Start a new game of the chosen board size and game mode | 3.1 | Board | initializeGame | Complete | Sets class variable inProgress to 1 |
|  | 3.2 | Board | initializeGame | Complete | Sets class variable inProgress to 1 |
| 4 Make a move in a simple game | 4.1 | Board | makeMove | Complete |  |
|  | 4.2 | Board | makeMove, isEmpty | Complete | makeMove calls isEmpty to ensure cell not occupied |
|  | 4.3 | JPanel1 |  | Complete | Not sure which method does it, but only the jpanel will allow a letter to be placed on it |
|  | 4.4 | Board | makeMove | Complete |  |
|  | 4.5 | Board | makeMove, isEmpty | Complete | makeMove calls isEmpty to ensure cell not occupied |
|  | 4.6 | JPanel1 |  | Complete | Not sure which method does it, but only the jpanel will allow a letter to be placed on it |

1. **Tests vs User stories/Acceptance Criteria (3 points)**

Summarize how each of the user story/acceptance criteria is tested by your test code (class name and method name) or manually performed tests.

|  |  |
| --- | --- |
| **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 |
| 6 | Make a move in a general game |

4.1 Automated tests 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. Choose a board size | 1.1 | BoardTest | testSetBoardSize | Input: 6  Output: passed test, board size set to 6 |
| 2. Choose game mode of a chosen board | 2.1 | BoardTest | testSetGameTypeSimple | Input: 0  Output: passed test, game type set to simple {0} |
|  | 2.2 | BoardTest | testSetGameTypeSimpleNotChosen | Input: >1  Output: |
| 3. Start a new game of the chosen board size and game mode | 3.1 | BoardTest | testInitializeGameSimple | Input: Simple GameType,BoardSize  Output: passed, new simple game initialized |
|  | 3.2 | BoardTest | testInitializeGameGeneral | Input: General Game Type,BoardSize  Output: passed, new general game initialized |
| 4. Make a move in a simple game | 4.1 | BoardTest | testMakeMoveSRed, testMakeMoveORed | Input: Letter S/O  Output: passed, make move to specified cell for Red |
|  | 4.2 | BoardTest | testInvalidMoveRed | Input: Letter O on occupied cell  Output: passed, cell not changed, turn not changed |
|  | 4.4 | BoardTest | testMakeMoveSBlue, testMakeMoveOBlue | Input: Letter S/O  Output: passed, make move to specified cell for Blue |
|  | 4.5 | BoardTest | testInvalidMoveBlue | Input: Letter O on occupied cell  Output: passed, cell not changed, turn not changed |

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

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **User Story ID and Name** | **Acceptance Criterion ID** | **Test Case Input** | **Test Oracle (Expected Output)** | **Notes** |
| 1 Choose a board size | 1.2 | A value greater than 8 | A Message box with an error message | Need to figure out how to add this to automated test |
| 4 Make a move in a simple game | 4.3 | Attempt to place an S/O outside of the board | No letter placed, nothing changed |  |
|  | 4.6 | Attempt to place an S/O outside of the board | No letter placed, nothing changed |  |
|  |  |  |  |  |
|  |  |  |  |  |

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** |
| None Needed at this time |  |  |  |  |
|  |  |  |  |  |