

TicTacToe Development Manual

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1. Introduction

Welcome to the Development manual for the VidTech game TicTacToe. This manual provides all the information needed for the developer.

2. Source Control

The source control client that was used for the project was GitHub.com. The code is stored in the git repository <https://github.com/VidTech/LeyniRepo>. The Developer can clone the repository to a local folder and continue adding features to the game. Please be advised that no Developer environment like Visual Studio or Eclipse was used creating this project. The code was written only using text editors. It is necessary to use shell that supports git.

3. Build Environment

- Gradle is used to build, test and run the project. To run the unit tests locally the developer can type “gradle test” on shell after cloning the repository. Also, to run the selenium tests locally the developer can type “gradle seleniumXvfb”.
- The server side code is written in java and can be accessed in the file TicTacToe.java
- The client side code is written in HTML, javascript and java. The client side code can be accessed in the file /index.html
- The unit test can be accessed in the file /TicTacToeTest.java
- A greenqloud machine was used as an integrational server.

4. Programming rules

All variables should start with lower case letters. If the variable name is contains more than one word, then all words except the first word should start with upper case letters.

Example: `int excellentExample = 8`

Classes should always start with an upper case letter. If the class name is contains more than one word, then all words should start with upper case letters.

Example: `public class ExcellentExample`

In functions, the curly braces should always be in line with the name of the function.

For example:

```
public void temp() {  
    int tempvar = 0;  
}
```

5. Necessary Requirements

These are the requirements that the developer needs:

- The developer has to have a working Git client installed.
- The code is written in Java. So, the developer must have atleast Java version 1.7.0.xx to run the project.
- The developer must install Gradle.