

Háskólinn í Reykjavík

Autumn 2014

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TicTacToe

Design Report



HÁSKÓLINN Í REYKJAVÍK
REYKJAVIK UNIVERSITY

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The project description

Here bellow is a short description of the main details of how we designed and created the game TicTacToe.

Operating environment and design environment

Here is a list of tools and devices which were used in the process of this assignment. The school provided engines on a cloud from GreenQloud, which has a Linux environment, so the programming process would be slightly easier and more do-able. From GreenQloud all the documents were “pushed” to git on GitHub. We also used these tools:

Name	Usage
GreenQloud	Integration Server
Travis	Continuous Integration Server
Github	Version Control Server
Heroku	Staging/Production Environment
Sublime Text	For coding
JUnit	Testing Java
Selenium	Testing
Gradle	Build Script
Git	Version Control

Class diagram

This is the original class diagram which the team all agreed on for the design of TicTacToe.

