**COSC220 – ASSIGNMENT 3 – T2 2023**

**SydneyNepal CONTRIBUTION SUMMARY**

**SydneyNepal’s names and emails:**

* Bikash Neupane, [bneupan2@myune.edu.au](mailto:bneupan2@myune.edu.au)
* Sabin Dhital, [sdhital@myune.edu.au](mailto:sdhital@myune.edu.au)
* Anil Khattri, [akhattri@myune.edu.au](mailto:akhattri@myune.edu.au)

**Description and Demo Video:**

The tic tac toe game is played on a grid of 3x3 squares between two players. One player takes the “X” symbol and other takes the “O” symbol. Players take turns putting their symbols in empty squares. The first player to get 3 of the marks in a row (up, down, across, or diagonally) is the winner.

[Sprint Video](https://kaf.une.edu.au/media/Kaltura+Capture+recording+-+September+25th+2023%2C+11A05A30+am/1_csfo0f6d)

[Final Demo Video](https://kaf.une.edu.au/media/Kaltura%20Capture%20recording%20-%20September%2027th%202023%2C%206%3A55%3A30%20pm/1_65rw33qa)

**Some difficulties and their resolutions:**

**Integrating the Game UI inside the mnclient**

We first created the game only from the perspective of client side and planned to integrate it to server later. It was very challenging for us to integrate it as we had used JFrame and menubar. But later on, we decided to stick only on JPanel and could only success thenafter.

**Moving the client-side logic to server side**

Again, after completing the integration part in mnclient we had another challenge to shift our client-side logic to server side as well. But after a lot of research, findings, and discussion we finally succeed in that part as well in some extent.

**Links to Wiki Pages:**

[Feature page](https://gitlab.une.edu.au/cosc220-2023/classproject/-/wikis/Tic-Tac-Toe)

[Group page](https://gitlab.une.edu.au/cosc220-2023/classproject/-/wikis/SydneyNepal)

**Group Branch Name:**

[SydneyNepal](https://gitlab.une.edu.au/cosc220-2023/classproject/-/tree/SydneyNepal?ref_type=heads)

**Git issue numbers:**

[#262 - SydneyNepal](https://gitlab.une.edu.au/cosc220-2023/classproject/-/issues/262)

We made single issue and single branch and then did almost all the commits in that branch. Sometimes, we mistakenly made the commit directly to the main branch as well. But then again later we tried our best to stick on our branch.

**List of main classes:**

**Client:**

* TicTacToeClient

**Server:**

* TicTacToeAchievement
* TicTacToeServer
* TicTacToeGame

**List of tests created:**

* **TicTacToeClientTest:**
* testIsBoardFull()
* testIsBoardNotFull()
* testSwitchPlayer()
* testResetGame()
* testExecuteWin()
* testExecuteTie()
* **TicTacToeGameTest:**
* setUp()
* testWin()
* testTie()
* testReset()

**Team member’s personal contributions:**

We all did our best to complete the project and almost each and every thing was done in group and hence, it’s hard to say who personally did what contributions to the group. So, whatever be the contributions it was all achieved due to a great team collaboration. We decided to make commits from only one person almost all the time because there may arise different conflicts if we all try to make the commits.

Bikash Neupane:

* Made almost all the commits in the group.
* Created the client-side game.
* Implemented discussed game UI.
* Implemented discussed extra features for UI.
* Helped in integration to server.
* Helped in shifting the logic from client to server.
* Helped in making the test case for the game.
* Fixed bugs and optimized code wherever seemed fit.
* Team Leader
* Created Facebook messenger group for communication and file sharing as well.
* Keeping track of how the project is done.
* Making effective communication between the team
* Encouraging team to provide effective contribution.
* Recorded Sprint Video.
* Recorded final demo video.

Sabin Dhital:

* Paperwork
* Documentation
* Arranging the meetings
* Shifted client logic to server side.
* Planning the timeline and achievements
* UML Diagram, Flowchart, and all other kinds of needed project tools
* Helped to implement discussed game UI.
* Helped to implement discussed extra game UI features.

Anil Khattri:

* Provided Game UI concepts.
* Provided extra UI features.
* Created Test case for client side.
* Created test case for server side.
* Helped in paperwork.
* Helped in documentation.
* Helped in creating UML Diagram, Flowchart, and all other kinds of needed project tools.