David Harrsch

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| User | Program |
| Start program | Empty grid  X makes 1st move |
| P1 clicks on square on grid | Draw X  Test to see if square is full  Test to see if game is won  Test to see if game board is full  Switch players |
| P2 clicks on square | draw O  Test to see if square is full  Test to see if game is won  Test to see if game board is full  Switch players |
| Repeat process until draw or winner is selected | Perform tests and switch players if pass all tests |
| Player picks full square | If square is full tell player to pick again |
| Player gets 3 in a row | If game is won tell player the winner and close program |
| Player picks last open spot | If board is full w/ no winner, tell players it's a draw |
| Player decides to play again | Once game is Finished ask to play again |

* View
  + Draw window and grid
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    - Window 0,0 to 3,4
    - Game board 0,0 to 3,3
  + Draw X and O
  + Text Box with instructions
    - Next player
    - Out of bounds
    - Spot filled
    - Tie or win
    - Play again
* Model
  + Variables
    - Current player
    - Validity
    - Object List
  + Valid
    - Test to see if square is full
    - Import cell number
    - Switch player
  + Object list
    - Get cell number
    - Return object list
  + Win for X and O
    - List of win conditions
    - Return winner or pass
    - If else block
  + Tie
    - Tie game conditions
    - Return tie game
    - Test to see if game board is full
* Controller
  + While loops for refresh game
  + While loop for executing and testing
  + Messages to players
  + Ask to play again
  + If not close