SE 3XA3: Development Plan
Ultimate Tic Tac Toe

Team 3, Tic Tac Toe
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Contents

Ultimate Tic Tac Toe is a variation on the classic game of Tic Tac Toe. It is simply multiple games of Tic Tac Toe running simultaneously to make a classic game that often ends in a draw have an exciting ending.

1 Team Meeting Plan

Our Team will be meeting 4 times a week; twice during lab hours and twice outside of lab. Out of lab meetings will take place in a few locations such as Thode Library, Health Sciences Library, team member?s homes or via online mediums such as Skype. During each meeting minutes will be taken down. This will recap what was done during the meeting, what we have done since the last meeting and what we plan to accomplish before the next meeting.

2 Team Communication Plan

All team communication about setting group meetings and project related communication will occur on the FaceBook messenger group chat. Skype will be used to conduct "virtual" face to face meetings outside of lab. Git issues will be used for setting milestones, delegating tasks and reporting bugs in the program.

3 Team Member Roles

During every meeting one member (alternating) will be the meeting facilitator. This role consists of fill out the meeting minutes word document and saving a PDF copy to the git repository. Other Member roles are distributed as follows:

- Kunal: Developer, LaTex Technology Expert, HTML, CSS Expert

- Pareek: Developer,Git Technology Expert, Gantt Expert, JavaScript Expert

4 Git Workflow Plan

Our team will be using a Master only git workflow. This means all code will be pushed to the master branch. Every milestone commit will be tagged with its predefined identifier. If code that is currently work in progress is pushed to the repository, it's commit message must indicate that with the string "WIP". If there is code that is not working, it must have a git issue linked to the commit.

5 Proof of Concept Demonstration Plan

The proof of concept demonstration will involve the fundamental game dynamics fully working. This will include the logic to determine if a move is valid, if a

player has taken control of one inner board and if a player has won the entire game. It will also have user inputs from the same local machine for up to 5 moves each. One possible difficulty is the testing with the Karma Unit Testing tool as it is something that we have never used before. We hope to implement this game using a local server so people can play the game on their own devices. This will be an additional feature to add if the time frame permits it because of the complexity of it. We do not foresee any difficulties in installing external libraries. The aim is to have this application running on all forms of devices; mobile, tablet and computer. With modifications to the CSS, this should be achievable.

6   Technology

Technologies that will be used include:

- Git - Project version control

- LaTex - Document preparation system

- Javascript - Programing language for interactive effects within web browsers

- HTML - Standard language for World Wide Web sites.

- CSS - HTML Styling Language

- JsDoc - Documentation generation system

- Karma - Javascript Unit Testing system

7   Coding Style

The project shall be coded using the Google Javascript style guidelines

8   Project Schedule

Pointer to Gantt Chart.

9   Project Review

Table 1: Revision History

Date	Developer(s)	Change
September 28	Pareek Ravi	Initial Setup
September 28	Pareek Ravi and Kunal Shah	Started on Development Plan
September 29	Kunal Shah	Team Meeting Plan, Team Communication Plan and Team Member Roles
September 29	Pareek Ravi	Proof of Concept Demonstration Plan , Gantt Chart
September 30	Kunal Shah	Technology , Git Workflow Plan
September 30	Kunal Shah	Coding Style and updated Technology
October 5	Kunal Shah	Changed Gantt Chart Location