Software Development Project

V

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Course: Software Engineering

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# Introduction:

# Estimates/Plans:

# Requirements Analysis:

# High Level Design:

This is the high level design for the entire system. It shows how each requirement will be completed among the different modules of this project. Below is a list of all the modules and their features followed by a diagram that shows their interaction with one another.

* Module: Main Menu
* Module: 2 Player Game
  + Shows which player is using which character (x/o).
  + Shows who’s Turn in currently is with sometime of Highlight or arrow pointing.
  + Shows the current scores from playing consecutive matches.
  + Displays a working Tic Tac Toe Board that players can interact with it.
  + Checks for a three in a row condition or if the map is full. If either is true then it goes to the victory/defeat module
* Module: 1 Player Game
  + Shows whether the player is x’s or o’s.
  + Shows the AI’s move and prompts the player when its their turn.
  + Shows the current score between Shows the current scores from playing consecutive matches.
  + Displays a working Tic Tac Toe Board that the player can interact with.
  + Checks for a three in a row condition or if the map is full. If either is true then it goes to the victory/defeat module
* Module: AI
  + Gets called with a 1 player game after every move from the player.
  + Minimum requirement: will place in the next available position.
  + Ideal requirement to meet: 3 levels of difficulty based on a percent chance to make a mistake.
  + Returns move to game module
* Module: Victory/Defeat Screen
  + Shows whether the match ended in a draw or who won the game.
  + Prompts the player(s) if they want to return to the main menu or to start another game and tally the wins and losses.
  + Transition to the player(s) choice.

