University of North Florida

**Group 4’s Tic-Tac-Toe**

*Version 1*

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# **USE CASE DIAGRAM**

**A diagram of a web application

Description automatically generated**

# **USE CASE LIST**

**USE CASE:** Player Chooses Square to Mark

**ACTORS:** Player 1, Player 2

**GOALS:** To fill a square with either an ‘X’ or an ‘O’, depending on which actor (player number) clicks

**PRECONDITIONS:** Game started (which occurs when webpage is opened)

**STEPS:**

|  |  |
| --- | --- |
| 1. Player selects a square to mark | * 1. Square is empty - square fills with player’s respective mark (‘X’ / ‘O’)   2. Square is full - nothing occurs (return to step one)  1. Remove highlight from current player’s name and highlight opposing player’s name |
| 1. Return to step 1 for the opposing player |  |

**USE CASE:** Player Chooses Square to Mark and Wins the Game (3-in-a-row)

**ACTORS:** Player 1, Player 2

**GOALS:** Congratulate the winner of the game and increase their score by 1

**RELATED USE CASES:** *Extension of:* Player Chooses Square to Mark … *Includes:* Play New Game

**PRECONDITIONS:** Player has two marks (of theirs) in a row, either diagonally, horizontally, or vertically

**STEPS:**

|  |  |
| --- | --- |
| 1. Player selects a square to mark that is the third in a (horizontal, vertical, diagonal) row | 1. Dialog box appears and…    1. congratulates player for winning the game    2. asks if players would like to play another game 2. The winning player’s display score goes up by 1 |

**USE CASE:** Player Chooses Square to Mark and Ties the Game

**ACTORS:** Player 1, Player 2

**GOALS:** Alert the players to a tie and ask if they would like to play again

**RELATED USE CASES:** *Extension of:* Player Chooses Square to Mark … *Includes:* Play New Game

**PRECONDITIONS:** All boxes minus one (n-1; n=9 currently) are ticked

**STEPS:**

|  |  |
| --- | --- |
| 1. Player selects the final square to mark that doesn’t result in 3-in-a-row | 1. Dialog box appears and…    1. states there was a tie    2. asks if players would like to play again |

**USE CASE:** Play New Game

**ACTORS:** Player 1, Player 2

**GOALS:** Prepare the game board for a new round

**RELATED USE CASES:** *Included by:* Player Chooses Square to Mark and Ties the Game,

Player Chooses Square to Mark and Wins the Game,

Player Doesn’t Choose a Square to Mark

**PRECONDITIONS:** Game either ended in a win, tie, or exceeded timer length

**STEPS:**

|  |  |
| --- | --- |
| 1. User selects ‘Play New Game’ from dialog box | 1. Dialog box disappears 2. Game board clears (all squares are emptied) 3. Timer resets to 30 seconds and displays in time box (in GUI) 4. Player 0’s name is highlighted |

**USE CASE:** Player Doesn’t Choose a Square to Mark

**ACTORS:** Player 1, Player 2

**GOALS:** End the game due to the preset timer running out and ask if they would like to play again

**RELATED USE CASES:** *Includes:* Play New Game

**PRECONDITIONS:** None

**STEPS:**

|  |  |
| --- | --- |
| 1. Player doesn’t choose a square to mark within allotted time | 1. Dialog appears and… 2. states time ran out 3. asks if players would like to play again |

# **UML CLASS DIAGRAM**

A computer screen shot of a computer

Description automatically generated

# **GIT COMMIT LOG**

Author: Cody Thurber <83415278+TrustKibou@users.noreply.github.com>

Date: Sun Oct 22 20:42:01 2023 -0400

upd use case list/diagram, names on front page

commit b62f421584a17b646ad72503cf6ef87fba1de22d

Author: buknoynoynoy <vzire08@gmail.com>

Date: Sun Oct 22 20:13:28 2023 -0400

UPDATED Submission Packet

commit c190f7b31a6dff41c04b499cdd150b7d0e9e7c90

Author: buknoynoynoy <vzire08@gmail.com>

Date: Sun Oct 22 20:08:05 2023 -0400

fixed uml class diag

commit 1fdd47e0662b8c128a94114ae6744321e60cf1cd

Author: buknoynoynoy <vzire08@gmail.com>

Date: Sun Oct 22 19:59:06 2023 -0400

added uml class diagram

commit 7ec3bb047ce97070dd4331fd0128c04a8fb605ce

Author: Cody Thurber <83415278+TrustKibou@users.noreply.github.com>

Date: Sun Oct 22 18:56:39 2023 -0400

Update README (format).md

commit 40816eb87dee82776546a328724c5be7260b72ec

Author: Joel Papineau <118376438+j-papineau@users.noreply.github.com>

Date: Sun Oct 22 18:08:58 2023 -0400

Update README.md

note added about unit testing

commit b2700ef8398ff76724aeee5580793892748348d4

Author: Joel Papineau <118376438+j-papineau@users.noreply.github.com>

Date: Sun Oct 22 18:03:42 2023 -0400

Update README.md

commit 90d6746de8f41d3a057b3142525cb3df90b39d37

Merge: 1105ff7 e7d0d3e

Author: Joel Papineau <118376438+j-papineau@users.noreply.github.com>

Date: Sun Oct 22 16:32:00 2023 -0400

Merge pull request #1 from UNF-CEN4010/Joel-Logic-Patch

Joel logic patch

commit e7d0d3e69ae8e7ef70f51b37d360df022c3b8e0f (origin/Joel-Logic-Patch, origin/Cody\_Style-ATT)

Author: Cody Thurber <83415278+TrustKibou@users.noreply.github.com>

Date: Fri Oct 20 21:59:22 2023 -0400

updated ucd/ucl

commit 2fa735a0eaa27137bb3ad0eeb3fd21333bc25a51

Author: Cody Thurber <83415278+TrustKibou@users.noreply.github.com>

Date: Fri Oct 20 19:34:10 2023 -0400

UPDATED submission packet

commit aa24606e2140623c8d8f485e5ce3af3f8e054543

Author: Cody Thurber <83415278+TrustKibou@users.noreply.github.com>

Date: Fri Oct 20 19:23:44 2023 -0400

Update README with game info

commit e7da682a27c5c1e06938cab35308b7cae0951506

Author: Cody Thurber <83415278+TrustKibou@users.noreply.github.com>

Date: Fri Oct 20 18:50:17 2023 -0400

use case list/diagram; prepped pdf deliverable

commit 6d8b65f27bfc1769e39d18292e112aba7a1f6353

Author: Joel Papineau <118376438+j-papineau@users.noreply.github.com>

Date: Fri Oct 20 01:23:08 2023 -0400

game logic improvements

commit 1105ff71e06da138ab8cc65965f92e71956a37af

Author: Alex McTammany <apmctammany@gmail.com>

Date: Tue Oct 17 23:31:11 2023 -0400

added timer

commit d909ba62764041dfc53a5dc519660ce0dfba4a1a

Author: Alex McTammany <apmctammany@gmail.com>

Date: Tue Oct 17 13:55:17 2023 -0400

added tie conditions

commit 2e17e1f7c4ee805491838a309d5f5db9d0110573

Author: Alex McTammany <apmctammany@gmail.com>

Date: Thu Sep 28 19:23:04 2023 -0400

added scoring for each game

commit f3753aa597ce6fe0b63e4d6ad94554ba4286d89c

Author: Alex McTammany <apmctammany@gmail.com>

Date: Thu Sep 28 17:55:53 2023 -0400

correctly formatted readme

commit e82ab7ca29897e9748358b9c35ee33a24b50b5e9

Author: Alex McTammany <apmctammany@gmail.com>

Date: Thu Sep 28 17:53:47 2023 -0400

formatted readme

commit ab74a7dc04688cdc55a95f7270d5ca92e29df478

Author: Alex McTammany <apmctammany@gmail.com>

Date: Thu Sep 28 17:52:21 2023 -0400

added installation instructions to readme.

commit 5aef3763de15ff9e8067d4a5427edf77540592aa

Author: Alex McTammany <apmctammany@gmail.com>

Date: Thu Sep 28 13:39:18 2023 -0400

added vitest

commit a3056443f5383401f399bee35208df3db8c820be

Author: Alex McTammany <apmctammany@gmail.com>

Date: Thu Sep 28 13:33:03 2023 -0400

added reset game functionality

commit 47f0af4b1a86cd0693c7bfd82aeaa13045c0b9b1

Author: Alex McTammany <apmctammany@gmail.com>

Date: Thu Sep 28 12:33:06 2023 -0400

added game over code and screen to display it. need to have back button reset everything (and eventually record player score)

commit 4ebadd00859da9b138923481ba9a7243df43c17b

Author: Alex McTammany <apmctammany@gmail.com>

Date: Thu Sep 28 12:02:05 2023 -0400

added tailwindcss + postcss processor

commit b2f373fa5b38c99043504b528a504209aedd86d3

Author: Alex McTammany <apmctammany@gmail.com>

Date: Thu Sep 28 10:41:14 2023 -0400

added GameOverScreen (skeleton) and PlayerBox for showing the current turn and eventually the players score

commit 9cf4a9a78de00cbcc23dca1f48492433c60fca03

Author: Alex McTammany <apmctammany@gmail.com>

Date: Thu Sep 28 10:11:12 2023 -0400

initial commit. proof of concept. gameboard with interactive tiles. no victory or endgame logic.

(END)