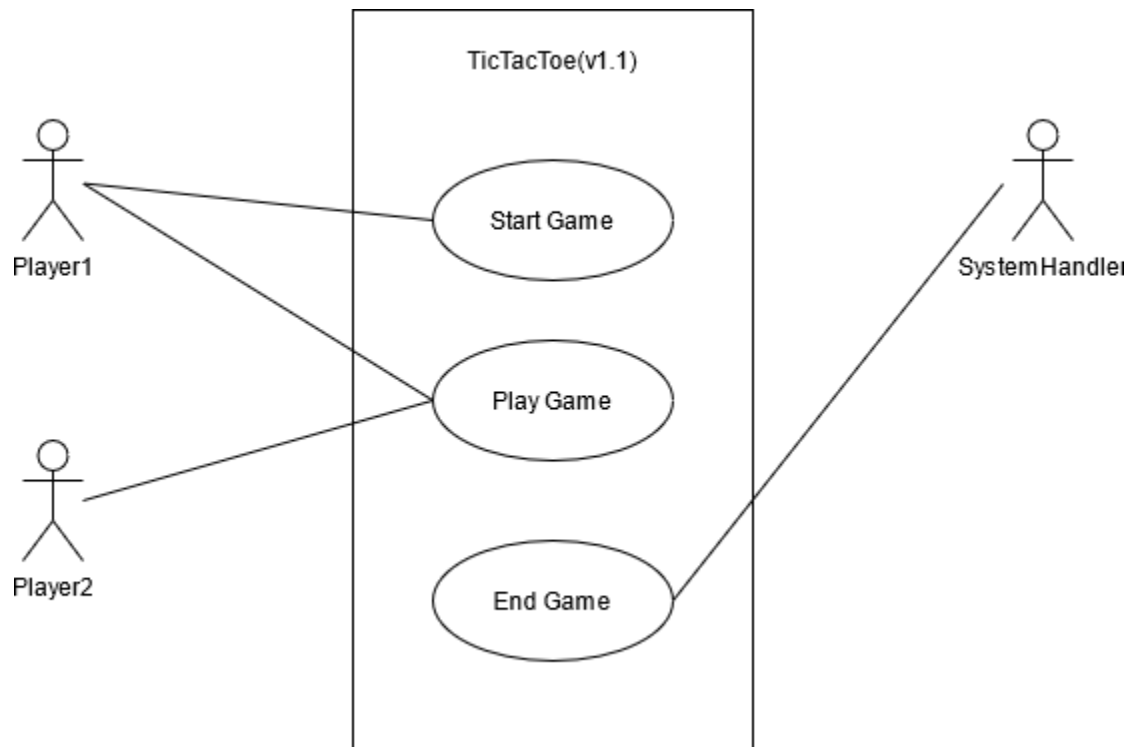


TIC TAC TOE (v1.1)

Use Case and UML Diagrams



Start Game

Actor Action	System Response
1. Player1 opens game	2. System displays menu with options "multiplayer" or "quit game"
3. Player1 selects "multiplayer"	4. System prompts Player1 to enter grid size
5. Player1 enters grid size	6. System displays "X" or "O" option
7. Player1 selects "X" or "O"	8. System generates grid size and starts game

Start Game (Alternative) - Quit

Actor Action	System Response
1. Player1 opens game	2. System displays menu with options "multiplayer" or "quit game"
2a. Player1 selects "quit"	2b. System closes the game

Play Game

Actor Action	System Response
2. Player1 selects grid square	1. System starts timer and starts with Player1's turn
4. Player2 selects grid square	3. System fills grid square and switches to Player2's turn
	5. System repeats 2-4 until 3 in a row is recognized

Play Game (Alternative) - Quit mid-game

Actor Action	System Response
5a. A player selects "quit" in the middle of the game	5b. System pauses timer and displays warning message
5c. Player confirms quit	5d. System stops game, returns to main menu

Play Game (Alternative) - Quit-Continue mid-game

Actor Action	System Response
5a. A player selects "quit" in the middle of the game	5b. System pauses timer and displays warning message
5c.1. Player chooses to continue	5d. System resumes game

Play Game (Alternative) - Pause Game

Actor Action	System Response
4a. A player selects "Pause Game"	4b. System pauses timer and displays a pause message with continue option
4c. A player selects "Resume"	4d. System resumes the game

Play Game (Alternative) - Timer runs out

Actor Action	System Response
2. Player1 selects grid square	1. System starts timer, with Player1's turn
2b. Player2 fails to select a grid square within time	2a. System fills grid square and switches to Player2's turn
	2c. System declares game end and prompts to player to "play again" or "return to menu"

*assume that this may happen to both players

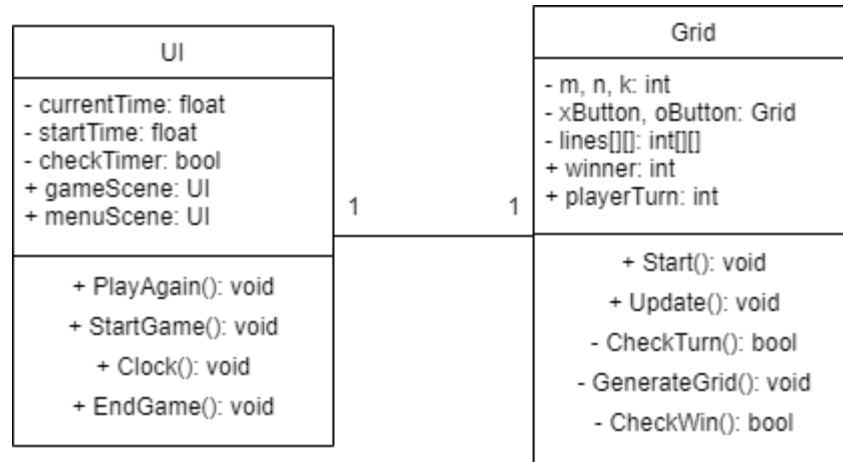
End Game

Actor Action	System Response
1. SystemHandler recognizes a player achieved 3 in a row	2. System displays victory message with options to "play again" or "return to menu"

End Game (Alternative) - Tie

Actor Action	System Response
1a. SystemHandler does not recognize a player achieved 3 in a row	2. System displays game tie message with options to "play again" or "return to menu"

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Contributions and Time Spent

Jeremiah – (10 hours) Worked on game scene setup, board spawning, and game logic. Assisted with bug resolution and unit testing.

Rural – (12 hours) Worked on setting up the test cases, learning Nunit, and refactoring code/building upon existing code to ensure that the test cases are actually running properly.

Kymberlee – (10 hours) Worked on Menu and UI elements as well as connecting the UI to the game.

Commit Log

"f3ffabf	Jeremiah Baclig	JeremiahBaclig@g mail.com	adjusted format of doc and diagram"
"46fa91a	KymberleeS	sableskymberlee@y ahoo.com	double checked documents"
"c9f9677	RuralYoung	ruralyoungiii@gmail. com	Updated my share of the Documents folder to input what I did"
"9eb3721	RuralYoung	ruralyoungiii@gmail. com	I found some weird naming schemes that I did so I went ahead and renamed them to stuff that makes more sense."
"87688ab	KymberleeS	sableskymberlee@y ahoo.com	added details to program description txt file"

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"c2dfe1a	KymberleeS	sableskymberlee@yahoo.com	fixed return to menu button on O Win Scene"
"c28a0ce	Jeremiah Baclig	JeremiahBaclig@gmail.com	added to doc"
"2786113	KymberleeS	sableskymberlee@yahoo.com	added program description file and word doc (later to be turned to pdf)"
"bcf832b	Kymberlee Sables	62261771+KymberleeS@users.noreply.github.com	Merge pull request #6 from UNF-CEN4010/Kym/MenuBugFixing"
"6609031	KymberleeS	sableskymberlee@yahoo.com	edited/refined use case diagram and added a png form of the file"
"b6ecf0a	KymberleeS	sableskymberlee@yahoo.com	switched to yes/no on abandon game screen to make it more clear"
"af9e3bf	KymberleeS	sableskymberlee@yahoo.com	clicking play again now returns to the start up scene instead of the game again"
"4d6ebec	KymberleeS	sableskymberlee@yahoo.com	created a separate game start up scene menu for easy access"
"e49947c	Jeremiah Baclig	JeremiahBaclig@gmail.com	fixed bug when quitting and coming back (turns)"
"d48ad0b	Jeremiah Baclig	JeremiahBaclig@gmail.com	added start with O feature"
"d166cdf	RuralYoung	ruralyoungiii@gmail.com	Merge branch 'main' of https://github.com/UNF-CEN4010/T2 "
"9bd9d08	RuralYoung	ruralyoungiii@gmail.com	Refactored some more code"
"16339fb	Jeremiah Baclig	JeremiahBaclig@gmail.com	UML (forgot to push)"
"c897a28	Kymberlee Sables	62261771+KymberleeS@users.noreply.github.com	Merge pull request #5 from UNF-CEN4010/Kym/ConnectGameAndUI"
"335caab	KymberleeS	sableskymberlee@yahoo.com	latest version of use case diagram"
"6b2ee11	KymberleeS	sableskymberlee@yahoo.com	completed end game scenarios"
"4c28f6c	KymberleeS	sableskymberlee@yahoo.com	setting up end game scenarios"
"c138340	KymberleeS	sableskymberlee@yahoo.com	configured game to change scenes depending on win/tie scenarios"
"fbf1a43	KymberleeS	sableskymberlee@yahoo.com	fixed tie scene"
"e294ebb	Jeremiah Baclig	JeremiahBaclig@gmail.com	test case matching script adjustment"

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"8519396	KymberleeS	sableskymberlee@yahoo.com	completed timer ran out game scenario"
"b0a25ba	KymberleeS	sableskymberlee@yahoo.com	created end game scenes; currently working on tie scene"
"fd4a95b	KymberleeS	sableskymberlee@yahoo.com	created transition scene for when the timer runs out"
"4ce3cb6	KymberleeS	sableskymberlee@yahoo.com	completed quit game functionality"
"5ebc2c0	KymberleeS	sableskymberlee@yahoo.com	started quit game functionality"
"dc07fe4	KymberleeS	sableskymberlee@yahoo.com	created a quit button; fixed alignment"
"bc8916d	KymberleeS	sableskymberlee@yahoo.com	refined pause game functionality"
"fa78934	KymberleeS	sableskymberlee@yahoo.com	pause game functionality complete; when pause is clicked timer stops and popup appears; clicking resume continues the game and the timer"
"cdda309	KymberleeS	sableskymberlee@yahoo.com	when the pause button is clicked the timer stops and a pop up appears"
"1722d49	KymberleeS	sableskymberlee@yahoo.com	timer pauses when pause button is clicked"
"f440ce9	KymberleeS	sableskymberlee@yahoo.com	added pause button"
"e3b4360	Kymberlee Sables	62261771+KymberleeS@users.noreply.github.com	Merge pull request #4 from UNF-CEN4010/Kym/TimerAndGameUI"
"aebdc05	KymberleeS	sableskymberlee@yahoo.com	changed menu background colors to match game background"
"b016d28	KymberleeS	sableskymberlee@yahoo.com	changed menu color scheme to match the game"
"6435d11	KymberleeS	sableskymberlee@yahoo.com	checking background color for game scene"
"cc142c0	KymberleeS	sableskymberlee@yahoo.com	when timer reaches 0 it does not go to negative numbers"
"630946a	KymberleeS	sableskymberlee@yahoo.com	added timer to game scene"
"daf450a	KymberleeS	sableskymberlee@yahoo.com	fixed use case diagram concerning timer"
"d1a3a94	RuralYoung	ruralityoungiii@gmail.com	Changed a couple more things for testing purposes"
"e11a002	RuralYoung	ruralityoungiii@gmail.com	I restructured the program into manageable pieces"

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"cdedcb8	Jeremiah Baclig	JeremiahBaclig@g mail.com	tweaked sprite spawn in layer"
"358dbe2	Jeremiah Baclig	JeremiahBaclig@g mail.com	added tag to prefab"
"61b6353	Kymberlee Sables	62261771+Kymberl eeS@users.noreply. github.com	Merge pull request #3 from UNF- CEN4010/Kym/MenuAndUIElements"
"04f8f51	KymberleeS	sableskymberlee@y ahoo.com	finished game startup and main menu scene"
"5c21d63	KymberleeS	sableskymberlee@y ahoo.com	start game button transitions to GameScene when clicked"
"53cfa9d	KymberleeS	sableskymberlee@y ahoo.com	created toggle to select between X and O"
"d0f8bb1	KymberleeS	sableskymberlee@y ahoo.com	adding options on game start up screen"
"87ebb63	KymberleeS	sableskymberlee@y ahoo.com	working on game startup screen"
"97d9dc7	KymberleeS	sableskymberlee@y ahoo.com	clicking on multiplayer now transitions to the game start up screen"
"8495503	KymberleeS	sableskymberlee@y ahoo.com	worked on menu buttons started adding button functionality"
"53421ad	Jeremiah Baclig	JeremiahBaclig@g mail.com	adjusted sprite numbering"
"ec50a6d	Jeremiah Baclig	JeremiahBaclig@g mail.com	Merge branch 'main' of https://github.com/UNF-CEN4010/T2 "
"df56a71	Jeremiah Baclig	JeremiahBaclig@g mail.com	adjusted prefab sizing and spacing"
"97bcc94	KymberleeS	sableskymberlee@y ahoo.com	created menu background with title and version displayed"
"339c90f	KymberleeS	sableskymberlee@y ahoo.com	created Tests folder"
"b039ccf	KymberleeS	sableskymberlee@y ahoo.com	added current Use Case and UML diagrams"
"425d90d	Jeremiah Baclig	JeremiahBaclig@g mail.com	adjusted squares prefab"
"302bffb	Jeremiah Baclig	JeremiahBaclig@g mail.com	added prefab"
"76d1c62	Jeremiah Baclig	JeremiahBaclig@g mail.com	more sprites"
"71bace1	Jeremiah Baclig	JeremiahBaclig@g mail.com	added sprites and scene"

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"7c5510e	KymberleeS	sableskymberlee@yahoo.com	updated unity version"
"aec06e3	KymberleeS	sableskymberlee@yahoo.com	Merge branch 'main' of https://github.com/UNF-CEN4010/T2 "
"ea1dd06	KymberleeS	sableskymberlee@yahoo.com	initialized PA2; Working with Unity and C#"