**TIC TAC TOE (v1.1)**

Use Case and UML Diagrams

Diagram

Description automatically generated

Text

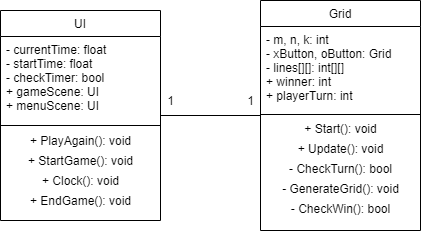
Description automatically generated

Table

Description automatically generated with low confidence

Text

Description automatically generated



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@gmail.com | adjusted format of doc and diagram" |
| "46fa91a | KymberleeS | sableskymberlee@yahoo.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@yahoo.com | added details to program description txt file" |
| "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" |
| "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 | ruralyoungiii@gmail.com | Changed a couple more things for testing purposes" |
| "e11a002 | RuralYoung | ruralyoungiii@gmail.com | I restructured the program into manageable pieces" |
| "cdedcb8 | Jeremiah Baclig | JeremiahBaclig@gmail.com | tweaked sprite spawn in layer" |
| "358dbe2 | Jeremiah Baclig | JeremiahBaclig@gmail.com | added tag to prefab" |
| "61b6353 | Kymberlee Sables | 62261771+KymberleeS@users.noreply.github.com | Merge pull request #3 from UNF-CEN4010/Kym/MenuAndUIElements" |
| "04f8f51 | KymberleeS | sableskymberlee@yahoo.com | finished game startup and main menu scene" |
| "5c21d63 | KymberleeS | sableskymberlee@yahoo.com | start game button transitions to GameScene when clicked" |
| "53cfa9d | KymberleeS | sableskymberlee@yahoo.com | created toggle to select between X and O" |
| "d0f8bb1 | KymberleeS | sableskymberlee@yahoo.com | adding options on game start up screen" |
| "87ebb63 | KymberleeS | sableskymberlee@yahoo.com | working on game startup screen" |
| "97d9dc7 | KymberleeS | sableskymberlee@yahoo.com | clicking on multiplayer now transitions to the game start up screen" |
| "8495503 | KymberleeS | sableskymberlee@yahoo.com | worked on menu buttons started adding button functionality" |
| "53421ad | Jeremiah Baclig | JeremiahBaclig@gmail.com | adjusted sprite numbering" |
| "ec50a6d | Jeremiah Baclig | JeremiahBaclig@gmail.com | Merge branch 'main' of https://github.com/UNF-CEN4010/T2" |
| "df56a71 | Jeremiah Baclig | JeremiahBaclig@gmail.com | adjusted prefab sizing and spacing" |
| "97bcc94 | KymberleeS | sableskymberlee@yahoo.com | created menu background with title and version displayed" |
| "339c90f | KymberleeS | sableskymberlee@yahoo.com | created Tests folder" |
| "b039ccf | KymberleeS | sableskymberlee@yahoo.com | added current Use Case and UML diagrams" |
| "425d90d | Jeremiah Baclig | JeremiahBaclig@gmail.com | adjusted squares prefab" |
| "302bffb | Jeremiah Baclig | JeremiahBaclig@gmail.com | added prefab" |
| "76d1c62 | Jeremiah Baclig | JeremiahBaclig@gmail.com | more sprites" |
| "71bace1 | Jeremiah Baclig | JeremiahBaclig@gmail.com | added sprites and scene" |
| "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#" |