**TIC TAC TOE (v1.2)**

Use Case, UML, Sequence Diagrams

**UML Diagram**

A screenshot of a computer

Description automatically generated with medium confidence

**A picture containing qr code

Description automatically generatedUse Case Diagram**

**Sequence Diagrams**

Graphical user interface, diagram, application

Description automatically generated

A picture containing graphical user interface

Description automatically generated

Timeline

Description automatically generated with medium confidence

A picture containing graphical user interface

Description automatically generated

Contributions and Time Spent

**Jeremiah** – (20 hours) Refactored the scene object spawns to make them uniform and iterative. Added random/naïve CPU player. Bug fixes for game status detection. Adjusted colors and menu fonts and added animations and sounds. Added error checks for user input.

**Rural** – (18 hours) Redesigned the code that checks to see if the player wins based off of the number to win and allows to be functional within an odd-shaped space. Also updated the Test cases to properly work when new stuff was added over time. Lastly, I updated and refactored some code for readability and ease of use.

**Kymberlee** – (7 hours) Updated the UI Menu so that the player may play “single player” and choose “basic” difficulty against a basic bot as well as added input fields so that the player may input m, n, k to customize their board and win conditions. Additionally, updated UML and use case diagrams and created sequence diagrams.

Commit Log

|  |  |  |  |
| --- | --- | --- | --- |
| ab8194c | RuralYoung | ruralyoungiii@gmail.com | With the inclusion of the particles and sound, it broke the test units so I found a way to workaround it and have the unit tests still run how they should be; updated testRun and testisX |
| ba97384 | Jeremiah Baclig | 55364674+jeremiahbaclig@users.noreply.github.com | added time |
| 6ca97d8 | Jeremiah Baclig | JeremiahBaclig@gmail.com | added sounds and sound manager |
| 7e45d1e | Jeremiah Baclig | JeremiahBaclig@gmail.com | fixed visual bug on shape spawn for large grids |
| 9637cf5 | Jeremiah Baclig | JeremiahBaclig@gmail.com | adjusted graphics and colors |
| 00662ae | Jeremiah Baclig | JeremiahBaclig@gmail.com | added particles and animations |
| 342311f | RuralYoung | ruralyoungiii@gmail.com | Fixed the is 'it an X or an O' tests |
| 760d235 | RuralYoung | ruralyoungiii@gmail.com | Fixed the Counter Diagonal Test |
| e187d0c | RuralYoung | ruralyoungiii@gmail.com | Fixed the Diagonal Test |
| b38caf8 | RuralYoung | ruralyoungiii@gmail.com | Fixed the Horizontal test |
| f27f37b | RuralYoung | ruralyoungiii@gmail.com | Fixed the Vertical test |
| 7477ff4 | RuralYoung | ruralyoungiii@gmail.com | Fixed an error in which the border was not instantiating properly |
| b8ced63 | Jeremiah Baclig | JeremiahBaclig@gmail.com | bug fixes and shape scaling |
| 95d4ee5 | RuralYoung | ruralyoungiii@gmail.com | Changed how the program actually checks wins, now allows for uneven grids differing win ‘lengths’ and various debugging fixes. |
| 3b77df6 | KymberleeS | sableskymberlee@yahoo.com | corrected file placements (accidentally place PA3 documents in PA2 folder) |
| af32c4b | KymberleeS | sableskymberlee@yahoo.com | updated UML diagram and prepared documentation outline for PA3 |
| 5a6d5ab | Jeremiah Baclig | JeremiahBaclig@gmail.com | refactored code |
| 8146d4f | Jeremiah Baclig | JeremiahBaclig@gmail.com | fixed another bug that came up with clicking active |
| 7eacffa | Jeremiah Baclig | JeremiahBaclig@gmail.com | Merge branch 'main' of https://github.com/UNF-CEN4010/T2 |
| 87bd896 | Jeremiah Baclig | JeremiahBaclig@gmail.com | fixed cpu bug |
| 85b22f1 | KymberleeS | sableskymberlee@yahoo.com | finished all sequence diagrams |
| 8e64b6b | Jeremiah Baclig | JeremiahBaclig@gmail.com | fixed cpu start |
| e97d6b8 | Jeremiah Baclig | JeremiahBaclig@gmail.com | small syntax optimization |
| 3826a15 | Jeremiah Baclig | JeremiahBaclig@gmail.com | added random CPU on single player (still buggy)" |
| 21cca34 | Jeremiah Baclig | JeremiahBaclig@gmail.com | cleaned up camera and mxn bug |
| c9228d3 | Jeremiah Baclig | JeremiahBaclig@gmail.com | finalized equal mxn grid gen |
| 497b240 | KymberleeS | sableskymberlee@yahoo.com | continued working on sequence diagrams |
| bd50f47 | KymberleeS | sableskymberlee@yahoo.com | updated use case diagram and started working on sequence diagrams |
| adb6ede | Jeremiah Baclig | JeremiahBaclig@gmail.com | made changes to box spawns |
| 1a3d9a3 | Jeremiah Baclig | JeremiahBaclig@gmail.com | input checking |
| 0f5405b | Jeremiah Baclig | JeremiahBaclig@gmail.com | added input field grab |
| 0324d05 | Kymberlee Sables | 62261771+KymberleeS@users.noreply.github.com | Merge pull request #7 from UNF-CEN4010/Kym/UpdateMenuUIElements |
| 03ae6bc | Jeremiah Baclig | JeremiahBaclig@gmail.com | added camera functions |
| 263580b | KymberleeS | sableskymberlee@yahoo.com | updated menu start ups so that users can input the board size as well as how many in a row to win (not yet connected to the game |
| 8e17045 | KymberleeS | sableskymberlee@yahoo.com | added functionality to single player button |
| 86308e7 | KymberleeS | sableskymberlee@yahoo.com | created specific start up screen for single player (playing with computer) |
| d5c1b80 | KymberleeS | sableskymberlee@yahoo.com | added single player button for computer player |
| 702ddd3 | KymberleeS | sableskymberlee@yahoo.com | changed version name to 1.2 |
| 094f303 | Jeremiah Baclig | JeremiahBaclig@gmail.com | adjusted grid spawn sizes |
| 41bc06a | Jeremiah Baclig | JeremiahBaclig@gmail.com | rename PA3 |
| 6a36a27 | Jeremiah Baclig | JeremiahBaclig@gmail.com | init PA3 |