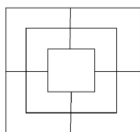


Criterion B: Design

Two Objects:

• Board



• Sprite



The board has the following assigned to it:

Sets the turn it is to lay a piece.
Sets whether a piece can be taken or not.
It has one set appearance.

The Sprites have the following assigned to it:

Holds the different coloured costumes so it can change colour depending on whose turn it is or whether a piece needs taking or not.
It also detects whether it is a valid place to be clicked.
Detects whose turn it is.

Board Actions

“When green flag clicked”- Set canMove to 0 and sets remaining to 18.
“1”

Sprite Actions

“Player One”- Change colour of piece to red.
“Player Two”- Change colour of piece to blue.
“Available to move to”- Keep colour blank but circle it with yellow.
“If canMove and if canTake”- Set self to blank and the clicked to current colour.
“When green flag clicked”- Reset self to blank.

Action to test	Method of Testing
Player first to go is always player one.	With the beginning of each game, if ‘turn’ states ‘1’ then this is player one’s turn. This will always be the case as when the green flag is clicked ‘turn’ is set to ‘1’.
Player changes after each move.	After each player has laid a piece, ‘turn’ should state the other player’s turn. This will always happen as ‘turn=3-turn’.
Clicking on sprite changes the colour of it.	If the sprite is clicked on and changes colour this mean the condition has changed, however it may not be the correct one.
Check it has changed to the correct colour.	The reason for clicking on a sprite would be to change to condition of it so depending on its previous costume, clicking it again means various things. This can be tested by clicking on the sprite with the desired condition and see if the sprite follows this.
Check the number of pieces on the board is correct.	Depending on the rule in question, there should be a certain number of pieces on the board. There is a maximum of 18 pieces on the board, 9 from either player. If there is more than this then there has been an error. Less than this is valid in the correct situation, however when there are 5 pieces left on the board, 3 of one player and 2 of the other the game is over.

Check that there are no more than nine pieces for each player.	There must be no more than 18 pieces on the board meaning no more than 9 pieces for each player. After the 9 pieces, a player could attempt to lay another however if they manage to there is an error.
The game ends when one person only has two pieces left.	When there is 5 pieces left on the board, one player must only have 2 pieces left as one player can no longer make a 3-in-a-row. To test this, if you can continue moving pieces when there's less than 5 pieces, then there is an error.
The correct winner is displayed.	When a player wins, and it's neither displayed or it's been stated wrong, there has been an error.