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| Prepared for Kevin Plis  Prepared by Jeremy Holloway  CPSC-2150-001  Fall 2018 |

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# 1. Requirement Analysis

**User Story:**

* As a user, I can choose which column to place a token to win the game.
* As a user, I can visually choose which column to place my token because seeing is believing.
* As a user, I will be notified when it is my turn so I can place a marker.
* As a user, I will be able to choose a specific board size so I can have a longer game.
* As a user, I will be notified of a win so I can rub it in my opponents face.
* As a user, I will be notified if I make an incorrect move so I may take another turn.
* As a user, I will be able to choose how many players can play the game.

**Functional Requirements:**

* A user will be able to choose which column to place their token.
* A user will be able to choose to play again after winning, losing, or drawing.
* A user will be able to choose the number of players.
* A user will be able to use a graphical user interface to play the game.

**Non-Functional Requirements:**

* The program will automatically determine if a winning move is made after each turn or if a draw has occurred.
* Each game will start with player one(player X).
* The program will be implemented using a 2D character array or a hash map to represent the gameboard.
* The program will have an instant response time.
* The program is modular. If the client desires to remove certain functions, they may be commented out. These methods will work on any system with JDK8 installed.
* The program is written in Java. The system must have JDK8 installed.
* All interfaces between the user and the app will be displayed via the graphical user interface.

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# 2. Design

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