

Project Sprint 2 John Chirpich

Github link: <https://github.com/johniscool1/cs-449-project>

1. Demonstration

Youtube/Panotopo link: Link

2. Sumamry of Source Code

Source Code file name	Production or testcode?	# of lines
main.cpp	pro	15
screen_def.hpp	pro	95
screen_def.cpp	pro	305
game_logic.hpp	pro	114
game_logic.cpp	pro	124
tests.cpp	test	143
	total	TODO

3. Production Code vs User stories/Acceptance Criteria

User Story ID & name	AC ID	Class Name(s)	method Name(s)	Status	Notes
1 Choose a board size	1.1-2	GameBoard	GameBoard::Set-BoardDimen-sions, MM-counter_check	done	Both AC 1,1 & 1.2 Involve the same classes and methods
2. Choose the game mode of a chosen board	2.1-2	GameLogic	GameLogic::setGameMode, playGame-ButtonCB	done	Both AC 2.1 & 2.2 Involve the same classes and methods
3. Start a new game of the chosen board and game size	3.1	GameBoard, GameLogic	GameBoard::Set-BoardDimen-sions, GameBoard::DrawButtons, playGame-ButtonCB, GameLogic::setGameMode	done	
4. Make a move in a simple game	4.1	GameBoard, GameLogic	GameBoard::Game-BoardButton-Pressed (uses data from game logic)	inprogress	Placing an s or o works, but scoring is not implemented yet or checking for sequences
	4.2	GameBoard	GameBoard::Game-BoardButton-Pressed	done	By using toggle buttons, the method deactivates them so that they can't be clicked again

User Story ID & name	AC ID	Class Name(s)	method Name(s)	Status	Notes
6. Make a move in a general game	6.1	GameBoard, GameLogic	Game-Board::Game-BoardButton-Pressed (uses data from game logic)	inprogress	Placing an s or o works, but scoring is not implemented yet or checking for sequences
	6.2	GameBoard, GameLogic	Game-Board::Game-BoardButton-Pressed, GameLogic::SequenceFinder	InProgress	Sequence finder right now only checks vertically, and the score and line to indicate a score has not been implemented yet.
	6.3	GameBoard	Game-Board::Game-BoardButton-Pressed	done	By using toggle buttons, the method deactivates them so that they cant be clicked again

4. Tests vs User stories/Acceptance Criteria

Class Names Have been left out of the table because classes were not used in test code.

User Story ID and Name	AC ID	Method	Description(expected I/O)
1 Choose a board size	1.1	TEST_CASE("ID 1.1: Choose Gameboard Size is > 3")	Takes the counters and sets the value like a user would, and passes it to the Main Menu Counter check that checks if it is valid.
	1.2	TEST_CASE("ID 1.2: Choose Gameboard Size is < 3")	Like the last one, it takes the counters and sets one of them to an incorrect value. (due to how the counter work, only one of them can be set at a time). If a counter's value is < 3, an error will pop up and after the user acknowledges, the counter is set to 3. NOTE: Due to the function calling the popup, this test will display that popup, but you just have to press escape or close the popup
2. Choose the game mode of a chosen board	2.1	TEST_CASE("ID 2.1 User presses Simple Gamemode")	Simulates the radio buttons a user uses on the main menu to select a gamemode. Then Uses a class setter to set the gamemode. I am unable to use the whole function that contains this setter because it also creates the window for the gameboard. Although I created both buttons, the code only checks if the simple GM one is checked or not.
	2.2	TEST_CASE("ID 2.2 User presses General Gamemode")	Same as the last one but checks for the general gamemode.
3. Start a new game of the chosen board and game size	3.1	This one combines both of the two previous tests, as any further functions heavily involve the GUI and I wanted to try to make these as automated as possible.	

User Story ID and Name	AC ID	Method	Description(expected I/O)
4. Make a move in a simple game T}	4.1	TEST_CASE("ID 4.1 & 6.1 Player places a S or O")	This test revolves around the "GameBoardButton-Pressed" callback which runs when a user presses a button on the gameboard. First we setup all the data we need for the CB, create a button, set the piece to S and then run the callback. WE then check the Game-Logic class, which has a vector that stores where the palyers has played, and checks if the piece was registered.
6.	Make a move in a gen- eral game	TEST_CASE("ID 4.1 & 6.1 Player places a S or O")	Becuae scoring and se- quence finding has not been fully implemented, this AC shares a test with 4.1 becuase the gameplay is the same in both gamem- odes until a sequence is formed. Future tests will test for what happens when sequences are formed