Project 1: ConnectX – Part 1

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User Story:

Functional Requirements:

1. As a user, I go first as ‘X’ and second player as ‘O’.
2. As a user, I can start from any given columns.
3. As a user, I need 5 in row horizontally, vertically, or diagonally to win.
4. As a user, I can place ‘X’ token in any columns.
5. As a user, I can place ‘O” token in any columns.
6. As a user, I can try to stop other player winning by placing the token in the columns.
7. As a user, I make a move right after second player ‘O’ or ‘X’ makes the move.
8. As a user If I win, I get decide to play again or exit the game.
9. As a user if the game ties, I have an option to play it again or close it.
10. As a user, to win I only have to get ‘X’s or ‘O’s in row, once only.
11. As a user, if I put a token in a column(s) that is/are already full, it will inform me an error and ask me to choose again.

Non-Functional Requirements:

1. The program must be coded in Java.
2. The program must be able to run on Unix, Windows and MacOS computers.
3. The program must be able to run SoC servers/computers.
4. Time for printing game board bust be quick.
5. Time for inputting tokens must be efficient and fast.
6. Time to load a new game must be quick.

UML Class Diagram

ConnectX - UML Classes