Tic-Tac-Toe Kata

Technical recruitment test

Test Description

The exercise involves developing a Tic-Tac-Toe game strictly adhering to the **TDD rules**.

Game Rules:

https://en.wikipedia.org/wiki/Tic-tac-toe

TDD Scenarios:

1 – Game Board Creation phase:

```
Game Board Creation…
 | |
-+-+-
 | |
-+-+-
 | |

Board Created.
The game will start with player X
```

2 – Player X won with a vertical line

```
Player X:
X| |
-+-+-
X|O|
-+-+-
X| |O

PLAYER X WON!
```

3 – Player O won with a horizontal line

```
Player O:
X| |X
-+-+-
O|O|O
-+-+-
X| |

PLAYER O WON!
```

4 – Player X won with a diagonal line

```
Player X:
X| |
-+-+-
O|X|
-+-+-
O| |X

PLAYER X WON!
```

5 – Game ends with a draw

```
Player X:
X|O|X
-+-+-
O|O|X
-+-+-
X|X|O

GAME ENDS WITH A DRAW!
```

GOAL:

The system could be run in BOT mode to print on the screen all player's moves (with a 2 seconds timeout between each round) until someone won or the game ends with a draw.

Extra evaluation points:

- Analyze the kata with an agile approach: product backlog, epics and smaller user story with UAT for the TDD approach;
- Create the UAT compliant with a BDD framework;
- Publish the project into an open source repository;
- Create the CI and CD pipeline;
- Publish the code coverage;
- Delivery the project with an application container;
- Design the project with a modern CQRS, event sourcing approach;