Tuqqna

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Tiivistelmä — Referat — Abstract

This document tells implementation issues, about tests done, and the instructions for the user of your program.

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Sisältö

1 Implementation

Tuqqna is Connect Four game. It has basic package - module hierarchy. Packages are categorized. There is core package, which contains all core items, and cli package, which contains all cli ui items. gui and ai packages are ready for further developing.

You can play connect four with your friends with Tuqqna, that all what is needed :)

2   Testing

Testing has been done with unittest-module. Every core element is fully tested, just because it is made by using TDD (Test Driven Development). Some UI elements are also tested with unit tests, but not those which contains mainly curses elements.

Tuqqna is also tested by human use.

3   Instructions

User can play with Tuqqna just executing run.py -file.

User can run tests in Tuqqna just executing unittests.py -file.

Note: Do not resize terminal window during the game. Some elements will raise error if game window is too small.

4 Python 2to3 conversion

Every file in Tuqqna has been tested with $python - 3$. The result is, that every module will work out of box in python 3.