TicTacToe Design Report

Intro

Making the game Tictactoe we used Github for source control.Travis and Heroku for the intergration service and he game was made with test driven development. The game is played on a web browser.

How the game is played

The game is on a 3x3 grid player 1 mark one cell with an X with a computer mouse and then it is player 2's turn put one mark on

a cell with an O. When either player has gotten three marks in a row(Up,Down or sideways) he wins the game. If all

cells are full and no one has three in a row then there is a tie.

Functions

Gamelogic.java holds the main code for the game and Board.java holds most of the functions

The function in the game are:

legalStatement() - checks if your input is valid when game is played in consol

statementToInt() - changes a string to integer number

Board() - calls for an empty board

getBoard() - returnes the grid af the board

createEmptyBoard() - creates empty board

isBoardFull() - checks if the board is full or not

putOnField() - places the players move

isFieldEmpty() - checks if there has been made a move

isWinner() - goes through the grid and looks for a winner

printBoard() - prints out the game