

Exceptions:

- We have made one design change based on the comments during the presentation . We don't have the Symbol class. Instead we have a enum(data structure) for Symbol which can have a cross, oval or blank.the PaintSymbolX and PaintSymbolY methods have been moved to board as they are closely related to Board and GameView class.
- As per our requirement document the Restart button does not appear in the screen where the game is in progress. It occurs only in the final screen after winning the game. The change has been made as the board will resize when clicked on any of its borders.
- We have laid out the plans for system and integration testing. The actual system and integration testing will be done after it is taught in the course.
- One test case CalculateStepThreeTest for testing is mentioned as Inconclusive the value is returned based on a formula.