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DESIGN DOCUMENT TEMPLATE

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PROJECT GAME DESIGN

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SECTION I: First Iteration Game Project Design
    [Till Phase III or Phase IV Submitted Upto 29th January, 2020]

PART I: Design Diagrams
    Sequence Diagrams -
        https://github.com/vinay921/FKApplyDesign/blob/Dev/sequence.png
    Class Diagrams -
        https://github.com/vinay921/FKApplyDesign/blob/Dev/classdiagram.pdf

PART II : Common Design/Choices and Conventions/Assumptions and Detailed Descriptions etc.

PART III : Feature Specific Design/Choices and Conventions/Assumptions

GameDesign v2.0   - Requirement I
    <COMPLETED> - 1. Tic-Tac-Toe consists of 3x3 Square Cells
    <COMPLETED> - 2. Game Between Two Humans
    <COMPLETED> - 3. Game Between Human and Machine
    <COMPLETED> - 4. Winning Criteria - 3 Cells in Row/Column/Diagonal are in the Same State.
    <COMPLETED> - 5. Announce Winning Player

GameDesign v2.0   - Requirement II
    <COMPLETED> - 6. Enhanced Tic-Tac-Toe Game Consist of 9x9 Squares...

<COMPLETED> - 7. Enhanced Tic-Tac-Toe will continue to expand in depth levels...

<COMPLETED> - 8. Extend Game to 4x4 Board

<PARTIALLY COMPLETED> - 9. Human Player is Biased...

<COMPLETED> - 10. Storing and Retrieving Game State

<COMPLETED> - 11. Store Players Game Statistics: Leaderboard

GameDesign v3.0   - Requirement III

<COMPLETED> - 12. Super Tic-Tac-Toe Game Extends Enhanced Tic-Tac-Toe Game...

<COMPLETED> - 13. Design Winning and Losing Criterias On All Edges...

<NOT COMPLETED> - 14. Incorporate Irregular shaped Hexagonal Boards

GameDesign v4.0   - Requirement IV

<NOT COMPLETED> - 15. Incorporate Biased Game Board

<NOT COMPLETED> - 16.Incorporate Connect Four Game In Design

<NOT COMPLETED> - 17. Discover Newer Abstract Types

<NOT COMPLETED> - 18. Refactor and Reuse Code In Both Games

SECTION II: Second Iteration[Refactoring/Redesign] Game Project Design
        [Till Phase III or Phase IV Submitted Upto 03rd February, 2020]

PART I : Common Design/Choices, Conventions and Assumptions

Sequence Diagrams -
        https://github.com/vinay921/FKApplyDesign/blob/Dev/sequence.png

Class Diagrams -
        https://github.com/vinay921/FKApplyDesign/blob/Dev/classdiagram.pdf

PART II : Common Design/Choices and Conventions/Assumptions and Detailed Descriptions etc.

PART III: Feature Specific Design/Choices, Conventions and Assumptions

PART I: Design Diagrams

Sequence Diagrams -
        https://github.com/vinay921/FKApplyDesign/blob/Dev/sequence.png

Class Diagrams -
        https://github.com/vinay921/FKApplyDesign/blob/Dev/classdiagram.pdf

PART II : Common Design/Choices and Conventions/Assumptions and Detailed Descriptions etc.

PART III : Feature Specific Design/Choices and Conventions/Assumptions

GameDesign v2.0   - Requirement I
       <COMPLETED> - 1. Tic-Tac-Toe consists of 3x3 Square Cells
       <COMPLETED> - 2. Game Between Two Humans
       <COMPLETED> - 3. Game Between Human and Machine
       <COMPLETED> - 4. Winning Criteria - 3 Cells in Row/Column/Diagonal are in the Same State.
       <COMPLETED> - 5. Announce Winning Player

GameDesign v2.0   - Requirement II
       <COMPLETED> - 6. Enhanced Tic-Tac-Toe Game Consist of 9x9 Squares...
       <COMPLETED> - 7. Enhanced Tic-Tac-Toe will continue to expand in depth levels...
       <COMPLETED> - 8. Extend Game to 4x4 Board
       <PARTIALLY COMPLETED> - 9. Human Player is Biased...
       <COMPLETED> - 10. Storing and Retrieving Game State
       <COMPLETED> - 11. Store Players Game Statistics: Leaderboard

GameDesign v3.0   - Requirement III
       <COMPLETED> - 12. Super Tic-Tac-Toe Game Extends Enhanced Tic-Tac-Toe Game...
       <COMPLETED> - 13. Design Winning and Losing Criterias On All Edges...
       <NOT COMPLETED> - 14. Incorporate Irregular shaped Hexagonal Boards

GameDesign v4.0   - Requirement IV
       <NOT COMPLETED> - 15. Incorporate Biased Game Board
       <NOT COMPLETED> - 16.Incorporate Connect Four Game In Design
       <NOT COMPLETED> - 17. Discover Newer Abstract Types
       <NOT COMPLETED> - 18. Refactor and Reuse Code In Both Games

SECTION III: GameDesign Project Feature and Test Cases Implementation Status and Description

GameDesign v1.0 - Requirement I

NOT COMPLETED unit tests for
                               - 1. Tic-Tac-Toe consists of 3x3 Square Cells

- 2. Game Between Two Humans
- 3. Game Between Human and Machine
- 4. Winning Criteria - 3 Cells in Row/Column/Diagonal are in Same State.
- 5. Announce Winning Player

GameDesign v2.0   - Requirement II

NOT COMPLETED unit tests for
- 6. Enhanced Tic-Tac-Toe Game Consist of 9x9 Squares…
- 7. Enhanced Tic-Tac-Toe will continue to expand in depth levels...
- 8. Extend Game to 4x4 Board
- 10. Storing and Retrieving Game State
- 11. Store Players Game Statistics: Leaderboard

GameDesign v3.0   - Requirement III

NOT COMPLETED unit tests for
- 12. Super Tic-Tac-Toe Game Extends Enhanced Tic-Tac-Toe Game…
- 13. Design Winning and Losing Criterias On All Edges...
- 14. Incorporate Irregular shaped Hexagonal Boards

GameDesign v4.0   - Requirement IV

NOT COMPLETED unit tests for
- 15. Incorporate Biased Game Board
- 16. Incorporate Connect Four Game In Design
- 17. Discover Newer Abstract Types
- 18. Refactor and Reuse Code In Both Games

SECTION III: How to Run/Test Your Code?

1. Clone the project to the device.
2. In terminal:
        To compile: javac main.java
        To run: java main

        Can I Run Test.java to test your whole source code?
        no
        Are you providing all Input/Output files to run Test Code using Test.java?
        no