**Project Sprint #2**

Implement the following features of the SOS game: (1) the basic components for the game options (board size and game mode) and initial game, and (2) S/O placement for human players ***without*** checking for the formation of SOS or determining the winner. The following is a sample interface. The implementation of a GUI is strongly encouraged. You should practice object-oriented programming, making your code easy to extend. It is important to separate the user interface code and the game logic code into different classes (refer to the TicTacToe example). xUnit tests are required.

|  |  |  |
| --- | --- | --- |
| SOS Icon  Description automatically generated Simple game Icon  Description automatically generated General game Board size  8 | | |
| Blue player  Icon  Description automatically generated S  Icon  Description automatically generated O | |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | |  |  |  |  |  |  |  |  | | O |  |  |  |  |  |  |  | |  |  | S | O | S |  |  |  | |  |  |  |  | S |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  |  | |  |  |  |  |  |  |  | S | | Red player  Icon  Description automatically generated S  Icon  Description automatically generated O |
|  | Current turn: blue (or red) |  |

Figure 1. Sample GUI layout of the Sprint 2 program

**Deliverables:**

1. **Demonstration (8 points)**

Submit a video of no more than three minutes, clearly demonstrating that you have implemented the required features and written some automated unit tests. In the video, you must explain what is being demonstrated.

|  |  |  |
| --- | --- | --- |
|  | **Feature** |  |
| 1 | Choose board size |  |
| 2 | Choose game mode |  |
| 3 | Initial game of the chosen board size and game mode |  |
| 4 | “S” moves |  |
| 5 | “O” moves |  |
| 6 | Automated unit tests |  |
| … |  |  |

1. **Summary of Source Code (1 points)**

|  |  |  |
| --- | --- | --- |
| Source code file name | Production code or test code? | # lines of code |
| Board | PRODUCTION | 67 |
| BoardLabel  Game  Main  UserPanel  BoardTest  GameTesr | PRODUCTION  PRODUCTION  PRODUCTION  PRODUCTION  TEST  TEST | 32  172  24  72  33  73 |
| Total | | 474 |
|  | |  |
|  | |  |

**You must submit all source code to get any credit for this assignment.**

1. **Production Code vs User stories/Acceptance Criteria (3 points)**

Update your user stories and acceptance criteria from the previous assignment and ensure they adequately capture the requirements. Summarize how each of the following user story/acceptance criteria is implemented in your production code (class name and method name etc.)

|  |  |
| --- | --- |
| **User Story ID** | **User Story Name** |
| 1 | Choose a board size |
| 2 | Choose the game mode of a chosen board |
| 3 | Start a new game of the chosen board size and game mode |
| 4 | Make a move in a simple game |
| 6 | Make a move in a general game |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **User Story ID and Name** | **AC ID** | **Class Name(s)** | **Method Name(s)** | **Status (complete or not)** | **Notes (optional)** |
| 1 | 1.1 | Game, Board | takeGameInfo(), getBoardSize() | complete | the user can select a board size from a list of available sizes |
|  | 1.2 | Board | getBoardSize() | complete |  |
|  | … |  |  |  |  |
| 2 | 2.1 | Game | takeGameInfo(), isModeS() | complete | The user can select a game mode (Simple or General). |
| 3 | … | Game, Board | Game(), Board() | complete | The game initializes with the chosen board size and game mode |
| 4 |  | Board, Game | BoardLabel.setOnMouseClicked(), Game.alterTurn() | complete | the user can make "S" moves in Simple mode |
|  |  | Board, Game | BoardLabel.setOnMouseClicked(), Game.alterTurn() | complete | the user can make "O" moves in General mode. |

1. **Tests vs User stories/Acceptance Criteria (3 points)**

Summarize how each of the user story/acceptance criteria is tested by your test code (class name and method name) or manually performed tests.

|  |  |
| --- | --- |
| **User Story ID** | **User Story Name** |
| 1 | Choose a board size |
| 2 | Choose the game mode of a chosen board |
| 3 | Start a new game of the chosen board size and game mode |
| 4 | Make a move in a simple game |
| 6 | Make a move in a general game |

4.1 Automated tests directly corresponding to the acceptance criteria of the above user stories

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **User Story ID and Name** | **Acceptance Criterion ID** | **Class Name (s) of the Test Code** | **Method Name(s) of the Test Code** | **Description of the Test Case (input & expected output)** |
| 1 | 1.1 | GameTest | **testSelectBoardSize** | Simulate choosing a board size Verify that the selected size is within the expected range (e.g., 3 to 15). |
|  | 1.2 |  |  |  |
|  | … |  |  |  |
| 2 | 2.1 | GameTest | testSelectGameMode | Simulate selecting the game mode (e.g., General).  Verify that the mode is set to the chosen mode (e.g., General). |
|  | … | GameTest | testSelectGameMode | Simulate selecting a different mode (e.g., Simple)  Expected Output: Verify that the mode is set to the chosen mode (e.g., Simple). |
|  |  | GameTest | testMakeSMoveInSimpleMode | Simulate making an 'S' move in Simple mode. Verify that the game state is updated correctly (playerTurn is false). |
|  |  |  | testMakeOMoveInGeneralMode | Simulate making an 'O' move in General mode. Verify that the game state is updated correctly (playerTurn is false). |
|  |  | Board | nvalidMov | an error message appears in an Alert dialog. |

4.2 Manual tests directly corresponding to the acceptance criteria of the above user stories

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **User Story ID and Name** | **Acceptance Criterion ID** | **Test Case Input** | **Test Oracle (Expected Output)** | **Notes** |
| 1 | 1.1 |  |  |  |
|  | 1.2 |  |  |  |
|  | … |  |  |  |
| 2 | 2.1 |  |  |  |
|  | … |  |  |  |

4.3 Other automated or manual tests not corresponding to the acceptance criteria of the above user stories

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Number** | **Test Input** | **Expected Result** | **Class Name of the Test Code** | **Method Name of the Test Code** |
|  |  |  |  |  |
|  |  |  |  |  |