

Computer Programming (COMP102 W2)

Group Assignment 2 – Tic-Tac-Toe

Due Date: Friday 14 October



Your Group must develop a simple two-player game – Tic-Tac-Toe (<https://en.wikipedia.org/wiki/Tic-tac-toe>) – in Python. You may use Turtle Graphics (https://en.wikipedia.org/wiki/Turtle_graphics), or PyGame (<http://www.pygame.org>), for the event handling and graphics.

The game should be keyboard OR mouse based:

- Keyboard: Each player should have their own set of keys – e.g. QWEASDZXC for P1, and 789456123 for P2.
- Mouse: In P1's turn, Zeroes are drawn, and in P2's turn Crosses are drawn

Mark Allocation (Basic Mark - 60%)

1. Ease of use – the game should be child-friendly (no bugs, easy to use, etc.), after all, how many adults play tic-tac-toe?
2. Design – a well designed program (functions, objects, etc.)
3. Presentation – due to the simplicity of the game, you should put effort into the graphical aspects (colours, fonts, user-interface, art work, etc.)
4. Documentation – A well formatted and nicely laid-out user manual (either PDF or in the program itself).
5. Additional Functionality – e.g. hall of fame, graphic animation, additional games (e.g. hangman), advanced user-interface, etc. (email your lecturer before spending too much time on something not listed above).

For some ideas of other games: <http://inventwithpython.com/blog/2012/02/20/i-need-practice-programming-49-ideas-for-game-clones-to-code/>

Please note the due date: Friday 14 October – no time for extensions.