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*# Tic Tac Toe ++*

*Develop a Tic Tac Toe++ game that alternates between two players. Position the game interface in the center of the screen, allocating half of the screen for each player. For instance, when it’s Player O’s turn, their side of the screen should be colored blue, and when it’s Player X’s turn, their side should turn red. Incorporate a timer that increments until it’s the other player’s turn, indicating the time taken by each player during their turn. Implement a «life bar» that gradually depletes during a player’s turn and when it reaches zero, the player loses. When a player selects a box, mark it with either an O or X, similar to the physical game.*

Et bilde som inneholder diagram, skjermbilde, Rektangel, line

Automatisk generert beskrivelse

## Project Breakdown:

- Develop HP bars that deplete over time, stopping when 10 seconds have passed.

- Make a timer that increments seperately for each player.

- Split the screen in half, assigning different colors to each side.

- Create a Tic Tac Toe game.

## Steps:

1. Develop a Tic Tac Toe game and then incorporate all the other features around it.

- Create a box divided into 9 smaller boxes.

- Implement a mechanism that mimics the Tic Tac Toe game, using 0 for O and 1 for X.

- Develop a logic based on these 1s and 0s to clearly indicate when a player wins.

The game box and its corresponding numbers have been created. The remaining task is to develop the game logic (Refer to the report of 2024.04.09 for the code).

- Priority should be given to alternating between players. Also, ensure that a box selected by Player 1 cannot be selected by Player 2. In essence, prevent the blue color from being overridden by red. Following this, the game logic should be applied.

I managed to achieve the above, and the game logic has been completed with all possible winning combinations (Refer to the report of 2024.04.10 for the code).

- The game needs to be centered, and a play button that disappears upon pressing should be added. Additionally, a pop-up displaying "color" Won should be incorporated to halt further box selection. The numbers should be removed, leaving only the boxes. Lastly, the colors should be replaced with symbols when a box is selected.

I was successful in implementing the above (Refer to the report of 2024.04.10 v2). The only pending task related to this point is that the images of the circle and x should be stored in a separate folder. Given that I am importing them via CSS, it doesn't allow me to fetch them from another directory (this needs to be verified).

- The button boxes need to be adjusted to fit the images. In essence, the Tic Tac Toe game needs to be tidied up. The Start Game button should be centered and made visually appealing. The winner message should also be centered. Additionally, a Restart Game button should be added.

All of the above tasks have been completed. The game is now fully operational. The only component that was not added is the health bars. The project took longer than expected, but the most crucial aspects have been accomplished. I was on vacation, and didnt fully log everything the same way as I started. I have concluded that the health bars are no longer necessary (01.05.24). Thus this project is FINISHED.