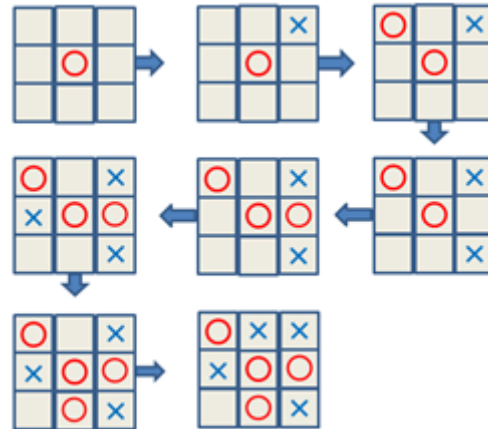


Part 1:Tic-Tac-Toe

Game Description: Tic-Tac-Toe is a paper-and-pencil game for two players, X and O, who take turns marking the spaces in a 3×3 grid. The player who succeeds in placing three respective marks in a horizontal, vertical, or diagonal row wins the game. The friendliness of Tic-tac-toe games makes it ideal as a pedagogical tool for teaching the concepts of good sportsmanship and the branch of artificial intelligence (source wiki). An example of gameplay is provided below (tie in this case):

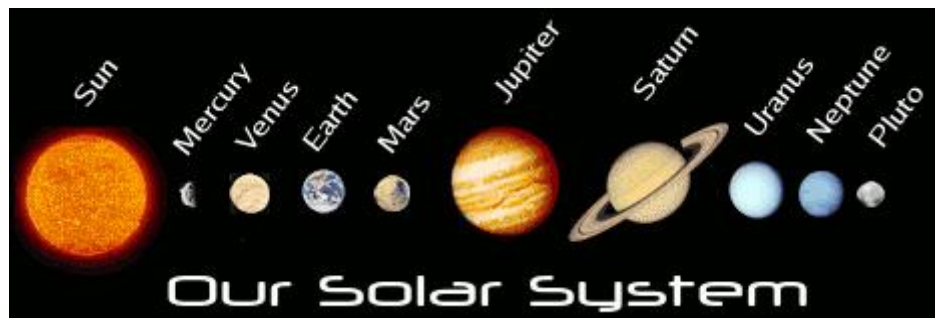


Task to do: You will build the game for two players who take turns and play using mouse. Alternatively, a player can play against computer; in such case AI will be required. Any version (player vs. player or player vs. computer) is sufficient which guarantees full credit. You can use HTML5, JavaScript, jQuery or others (even XNA) if necessary. There are plenty of free tutorials available online. You can use them for learning purposes. HTML5, JavaScript, jQuery tutorials can also be found in the following link:

<http://www.w3schools.com/>.

Part 2: The Solar System

The Solar System comprises the Sun and the planets that orbit it. Make a 2D solar system using XNA. Having a few satellites would be great [optional]. Try to map real distance and size in your implementation. Planets not necessarily orbit in circular around sun, it could be elliptical.



Submission:

1. A short report stating what you have done and how.
2. Upload all necessary files to run your programs (zip if necessary).
3. Include a help file, if necessary.