

Coursework Report

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Tic Tac Toe is a game well known in multiple countries also known as “Noughts and Crosses,” and usually played in the younger audiences. This game was a challenge to develop in C environment, because of its limits on design and getting design right using C was a challenge. Overall, this game has a game board, players, pieces and shows pieces and where they are located. Additionally, this game saves players who won the game into a file and checks if incorrect characters were added into the game.

I wanted to make a simple app that everyone will understand. Therefore, I have avoided using lines to separate X's and O's. I chose to do this, because sometimes incorrect placement of separators can disturb user from enjoying the game. I have used for loops to make all of my boards and also used it to run through my code to check if it works properly. Boards were created by two-dimensional array. On the other hand, I have used a lot of if statements to make some of the for loops work and it helped to check if some of the statements do what they have to do. Most of my reading was on the lecture notes like Primitives and Collection and Continuous Structures. Continuous structures helped to understand deployment of the contents out of my array.

In future, developer could implement undo and redo and record detailed history of the game's functionality, therefore, allowing this game to be replayed as many times. Additionally, there could be some changes done to the interface based on the preference.

Game runs with any issues and tic tac toe aspects of the game runs fine, however, I would have improved on making the check duplicates and check for characters better. To make the game run smoother once player makes mistakes.

I gained my knowledge from modules that I have participated in last year and from Algorithms and Data Structures. Algorithms and Data Structures gave me a deeper understanding of C, therefore, I have used better techniques to develop my code.