Tic Tac Toe  
Project

*Purpose*: Using SDL2 to create a cross platform TicTacToe game for both Windows and Linux.

*List of Features*: The following items will be employed with the game.

* Simple score keeping
  + +100 points per move
  + +150 for winning
  + Zero points for ties
* Possible timer
  + Pending not fully vetted yet (Fluff feature)
* Player X
* Player O
* Board / Board Grid
  + Board features – experience from last time
    - Board Class
    - Board Class constructor that zero’s the board
    - Method for clearing the board
    - Track used squares
    - Validate squares prior to setting square
    - Add padding or margin’s to center playable tiles (X,O’s)
* Simple FSM
  + Game States as follows
    - NullState
    - Init
    - MainMenu
    - GameRunning
    - ExitGame
* Create Input Class
  + Mouse movement required for game
* Create Audio class

*Conclusion*: The game should be ready for turn-in by Week 9. There will be requirements of Alpha, Beta and so on for class requirements. The following should be achievable in a timely manner. This is a simply guide to track progress. None of these things will be required or hard coded.

1. Week 6
   1. SDL Class constructed
   2. Images created
   3. Functional title screen
   4. Create game Class
2. Week 7
   1. Simple FSM created
      1. Control Initialization
      2. Control Game menu
      3. Control game state
      4. Control Exit state
   2. Create Class for board
      1. Win checks
         1. tie checks
      2. clearboard().
      3. Already used checks
   3. Create Mouse class and Audio classes
3. Week 8
   1. Get audio working
      1. Quick audio for mouse clicks on tile pieces
   2. Confirm board and tiles work.
   3. Bug testing.
4. Week 9
   1. Bug testing and repair for turn in.

Init

MainMenu

Game

Exit