

Assignment 1

Tic Tac Toe Game

Team Members :

Peter Wagdy 6727

Ahmed Alaa Eldin Tawfik 6842

Code Description :

The Code is Designed using **State design pattern** and **Open Close Principle** includes **4 game modes** which are :

- User starts the game
- Computer starts the game
- User Vs Another User
- Computer Vs Computer

The Code is divided into 7 classes which are :

- Main class
- Context class
- State class

Concrete Classes :

- UserStarts
- ComputerStarts
- ComputerVsComputer
- PlayerVsPlayer

State Abstract Class contain most of the game logic

And each of the classes **inherit** it contain an **abstract method start()** which describe how the game goes.