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Ultimate TIC-TAC-TOE

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**A Unity Recreation**

Version #1.0

Version History

0.1 : 2020- 10, 12 : Game Inception. Singleplayer local play added.

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Ultimate TIC-TAC-TOE

Game Overview

Ultimate TIC-TAC-TOE is a 2.3D unity game based off the original board game of Tic-Tac-Toe itself. Two players will play to fill a 3x3 grid with X’s or O’s representing their person as they work to get a single row vertically, diagonally or horizontally of their same respective shape whilst their opponent works to stop them and reach the same achievement. The game uses 3D assets on a 2D space and will eventually have multiplayer potential.

Playing

The game uses mouse clicks to assign your shape onto the grid. Currently the game supports local play with every other turn being yours and the turns between being your opponent. The game is won when you successfully fill a row (vertically, horizontally or diagonally) of your own shape.

Camera

Top down.

Controls

Left Mouse Click input.

Interface Sketch

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Design Notes

Currently we have a fully local tic tac toe recreation that works very well so far.

Future Features

Planned Peer-to-Peer connections over multiplayer

User Registration

User Sign In

Profile with Win Streak Tracking