Project Plan

Project Title: Tic Tac Toe

Project Manager: Amelie Haefele

Project Scope: To create a Tic Tac Toe game you can play with the computer.

Project Background:

Quarantine is the worst one can't hang out with friends and most people are already bored. This is why I came up with the idea to make my own tic tac toe program, and game you usually play with others in school to give the user a feeling of normalcy and entertainment. Even while we're still social distancing.

Stakeholders:

Stakeholders	Needs
TDSB Middle Schools	I need it to be easy but still challenging
Stock Holders	I want the game to have instructions so more people can play it

Users:

Users	Needs
Amelie Haefele	I want to be able to play against a machine because I can't see of of my friends in person
Paul Haefele	I want it to be easy so I can feel better by having fun
Ella Haefele	I want it to be easy to play and be given instruction because I'm not very good with technology

Vision Statement:

The final project will let the user go first and place their O on an empty board. Then the board will be printed with where the machines X goes. The machine will not put an X on an already taken place the machine will also try and block and win itself sometimes. However to make it harder if the player puts their O on an already taken space they will lose a turn to keep them engaged. Then if either side wins the game will end and a message will be printed out telling the player wether or not they won.

Deliverables:

The game will be easy to play, fun, and infinitely repayable. It will include tests, documentation, and instructions so the user will be able to figure out what to do.

Deliverables included:

- Software

- Documentation

- Training materials
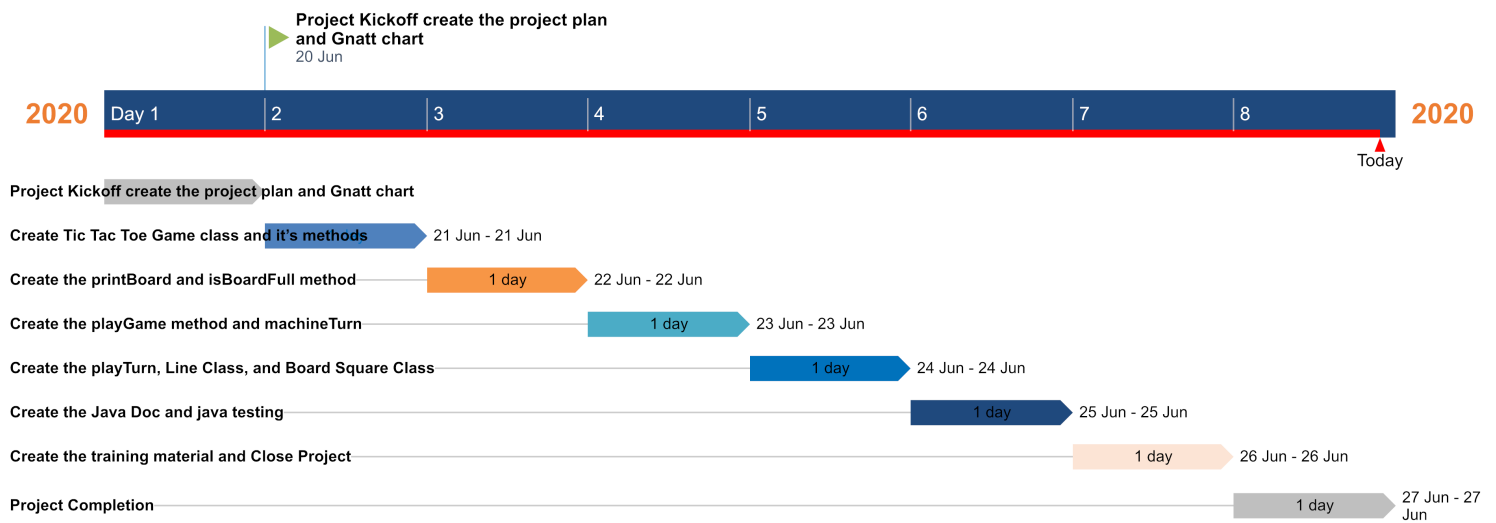
- Project plan and Gantt chart

Project Estimates:

Estimated Schedule:

Key Project milestones relative to project start are as follows:

Project Milestones	Target Date
Project Kickoff create the project plan and Gnatt chart	20/06/2020
Create Tic Tac Toe Game class and it's methods	21/06/2020
Create the printBoard and isBoardFull method	22/06/2020
Create the playGame method and machineTurn	23/06/2020
Create the playTurn, Line Class, and Board Square Class	24/06/2020
Create the Java Doc and java testing	25/06/2020
Create the training material and Close Project	26/06/2020
Project Completion	27/06/2020

Gantt Chart: (Initial)

Tic Tac Toe Gnatt Chart

Project Kickoff create the project plan and Gnatt chart
20 Jun

| 2020 | Day 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 2020 |

Today

Project Kickoff create the project plan and Gnatt chart

Create Tic Tac Toe Game class and it's methods   21 Jun - 21 Jun

Create the printBoard and isBoardFull method   1 day   22 Jun - 22 Jun

Create the playGame method and machineTurn   1 day   23 Jun - 23 Jun

Create the playTurn, Line Class, and Board Square Class   1 day   24 Jun - 24 Jun

Create the Java Doc and java testing   1 day   25 Jun - 25 Jun

Create the training material and Close Project   1 day   26 Jun - 26 Jun

Project Completion   1 day   27 Jun - 27 Jun

By: Amelie Haefele

Instructions

1. Load up the software

2. Press the run button, you don't have to change or create anything

3. Insert the Row and Column position you want to put your O (0-2) for both

4. Then the machine will go and the board will be printed out so you can chose your next move wisely

5. Be careful you can't put your O where there is already an X or O, if you do this you will lose a turn

6. Once someone wins, you or the computer a winning or losing message will pop up

7. If you want to play again simply hit run again

8. Most importantly remember too have fun!

Thank you so much for playing my game and enjoy!