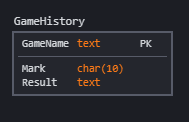
**1. General Description of the application**

My project for the Phase 1 Project will be a Tic Tac Toe game. It will be a Windows Form application and the user will face a simple AI. At the start of the application, the application will display a “Start Game” button to create and start the game, a text field to name the game, and two radio buttons to indicate whether the user will play as X’s or O’s. The application will also retrieve past games data from a database and display it at the bottom of the form. Once the “Start Game” is clicked, 9 buttons will be displayed in a 3x3 grid and the player will face a simple AI. The simple AI will at least implement a random selection algorithm but may also implement a more intelligent move selection algorithm. When the game is over, the application will display a message to indicate the winner and add a row to the database containing information about the game. The application will then exit.

**2. Technology Overview**

The application will utilize Windows Form, Buttons, Text Boxes, List Boxes, Radio Buttons, and Popup Forms. The application will also utilize a local database and LINQ.

**3. Database schemas**



**4. Testing**

The goal of the game Tic Tac Toe is to get three of your marks in a row in a 3 by 3 grid that initially starts empty. A row can be horizontal, vertical, or diagonal. The game requires two players and the player who has the X mark moves first. A move consists of selecting an empty spot in the grid and adding your mark to that spot, which will make that spot no longer empty. The players take turns in making moves until the grid has three marks in a row or has no more empty spots. If the grid has three marks in a row, the player who has that mark wins the game. If the grid has no more empty spots, the game is a draw.

**5. Exception Handling**

Exception handling will occur in the application when connecting to the database, retrieving data from the database, updating the data in the database, and validating the user provided name for the game.