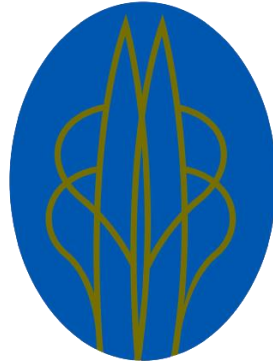# TFB1033/TEB1043: OBJECT OREINTED PROGRAMMING

UNIVERSITI TEKNOLOGI PETRONAS

GROUP ASSIGNMENT

PROJECT PROPOSAL

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1.0 INTRODUCTION

Introducing Tic-Tac-Toe Legends, a modern twist on the classic game of tic-tac-toe. Tic-Tac-Toe Legends reimagines the traditional gameplay by integrating a variety of innovative features designed to enhance player engagement and enjoyment. With its visually appealing interface, and multiple exciting game modes, Tic-Tac-Toe Legends aims to provide a dynamic and immersive gaming experience for players of all ages. Whether you're a casual gamer or a competitive strategist, Tic-Tac-Toe Legends offers something for everyone, making it the ultimate evolution of the beloved classic.

2.0 PROJECT DESCRIPTION
2.1 BACKGROUND OF STUDY

Tic-tac-toe is a classic and universally recognised game that has entertained players for generations with its simple yet strategic gameplay. However, its traditional format, typically a 3x3 grid, often results in predictable outcomes and limited replay value. In an age where digital gaming continues to evolve rapidly, there is a growing demand for games that offer rich features, diverse gameplay modes, and enhanced interactivity. By reimagining tic-tac-toe with a variety of innovative game modes, this project aims to modernise the classic game, making it more engaging and appealing to a wider audience.

2.2 PROBLEM STATEMENT

The traditional version of tic-tac-toe, with its straightforward rules and limited strategic depth, frequently becomes monotonous and fails to sustain long-term player interest. The lack of variety in gameplay modes and customization options restricts its appeal, particularly in a competitive gaming landscape where players seek more dynamic and challenging experiences. Additionally, the absence of advanced features such as real-time statistics, ranking systems, and detailed scoreboards further limits the game's ability to engage players in a meaningful way. Therefore, there is a need to revitalize tic-tac-toe by introducing new features that enhance its complexity, personalization, and competitiveness.

2.3 OBJECTIVES

1. Enhance User Experience: Develop a visually appealing and user-friendly interface, allowing players to personalise their gaming experience and enjoy an immersive, aesthetically pleasing environment.

2. Diversify Gameplay: Introduce multiple game modes, including Time Attack, Survival, and Disappear Mode to add strategic depth and variety, catering to different preferences and skill levels.
3. Promote Competition and Engagement: Implement a comprehensive ranking system and detailed scoreboard to track players' progress, achievements, and performance metrics, fostering a competitive and engaging atmosphere. Additionally, provide in-game statistics to help players analyse and improve their strategies.

3.0 PROJECT DETAILS

1. Interface: The game will feature a visually appealing and user-friendly interface, ensuring an enjoyable and immersive experience for players of all ages.
2. Customisable Themes: Allow players to choose from a variety of themes and colour schemes for the game board and symbols, providing a personalized gaming experience.
3. Multiple Modes: To keep the game exciting and versatile, various modes will be available, catering to different preferences and skill levels.
   a. Time Attack Mode: Players must make their moves within a limited time frame, such as 3 seconds per move. This mode adds urgency and tests quick thinking.
   b. Survival Mode: Players compete to see who can last the longest without losing a game. Each win adds a point to their streak, and the game continues until one player loses.
   c. Disappear Mode: In this innovative mode, players can place their symbols only three times, after which the previous symbols will disappear, creating a dynamic and ever-changing gameplay environment.
4. Scoreboard: The game will include a scoreboard to keep track of scores and achievements, enhancing the competitive and engaging nature of the game.
5. Ranking System: A comprehensive ranking system will be implemented to allow players to track their progress and compete with others on a global scale, adding a competitive edge to the game.
6. In-Game Statistics: Provide detailed in-game statistics for players to track their performance, such as win/loss ratios, average game duration, and most used strategies.

4.0 CONCLUSION

Tic-Tac-Toe Legends aims to breathe new life into the classic game of tic-tac-toe by integrating modern features and innovative gameplay modes. With a focus on enhancing user experience through a visually appealing interface and customizable themes, the game ensures an immersive and enjoyable experience for players of all ages. The introduction of multiple game modes, such as Time Attack, Survival, and Disappear, adds strategic depth and variety, catering to different preferences and skill

levels. Furthermore, a comprehensive ranking system, detailed scoreboard, and in-game statistics will promote competition and engagement, allowing players to track their progress and improve their strategies. Overall, Tic-Tac-Toe Legends is poised to offer a dynamic, competitive, and personalized gaming experience, making it the ultimate evolution of the beloved classic.