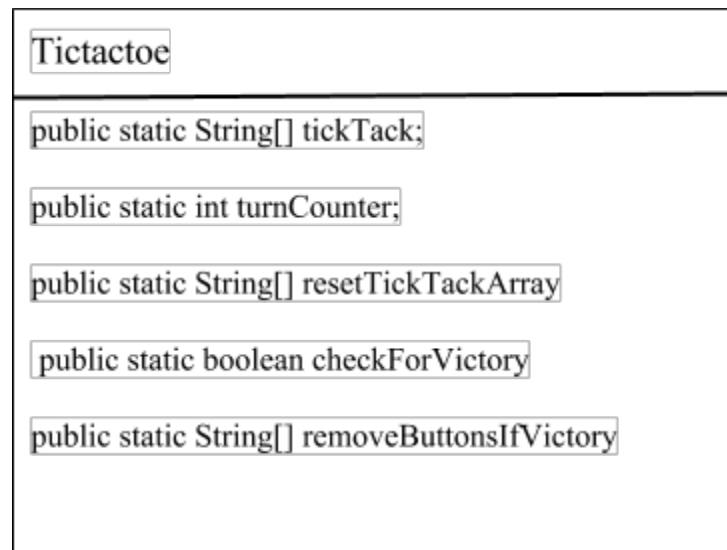# Design report

Right in the beginning we decided to make the game as simple as possible. We wanted it to look simple and to be a easy pleaser. No fancy appearance, just a straightforward game with one main purpose; let the user play tic-tac-toe!

We decided to make the game web based with html and java. The user goes to a front page, which introduces him to what is coming (the name of the game) and a hyperlink which links to another page with only the game.

When we sat down to write the logic behind the game, we wanted to aim to have the code as simple as possible (we are simple people). The code would only be one class with few, but useful functions.

We have an array which stores the information about every field in the table (3x3 table, just as a tic-tac-toe is set up). If you haven't chosen a field, then the field stores a button for the user to choose if he wants (and by that he can mark the field with either X or O).

Tictactoe
public static String[] tickTack;
public static int turnCounter;
public static String[] resetTickTackArray
public static boolean checkForVictory
public static String[] removeButtonsIfVictory

Our simple but useful class diagram