

TicTacToe Documentation

Tic Tac Toe is a two-player game, called X and O, who alternate marking spaces in 3×3 networks. A player who succeeds in placing three specific marks in a horizontal, vertical or diagonal row wins. It is a great way to pass the time by playing Tic Tac Toe. We prepared simple version for everyone!

DEMO:

<https://drive.google.com/open?id=1UeanPZAJRxtXN8OJwMqmBZ3AIFAOs-4z>

Features

- Beautiful & Minimalistic Design
- Single and 2 player mode
- 4 difficulty levels & Random mood
- Either you or the computer can move first
- Great graphics and exciting sound effects
- Configurable player names and score tracking

Installation instruction:

- 1.Unzip the file - Tic Tac Toe
- 2.open an Android Studio
- 3.Deploy on Android / click "file" a then click "open" - select Tictactoe
- 4.Wait for 'Gradle build running'
- 5.Click "run" project / To run and run your app, select Run> Run in the menu bar (or click Run on the toolbar). If this is the first time running the app, Android Studio asks you to select a deployment target as shown in the figure /
- 6.Wait for emulator to load
- 7.Open Emulator
- 8.Done!

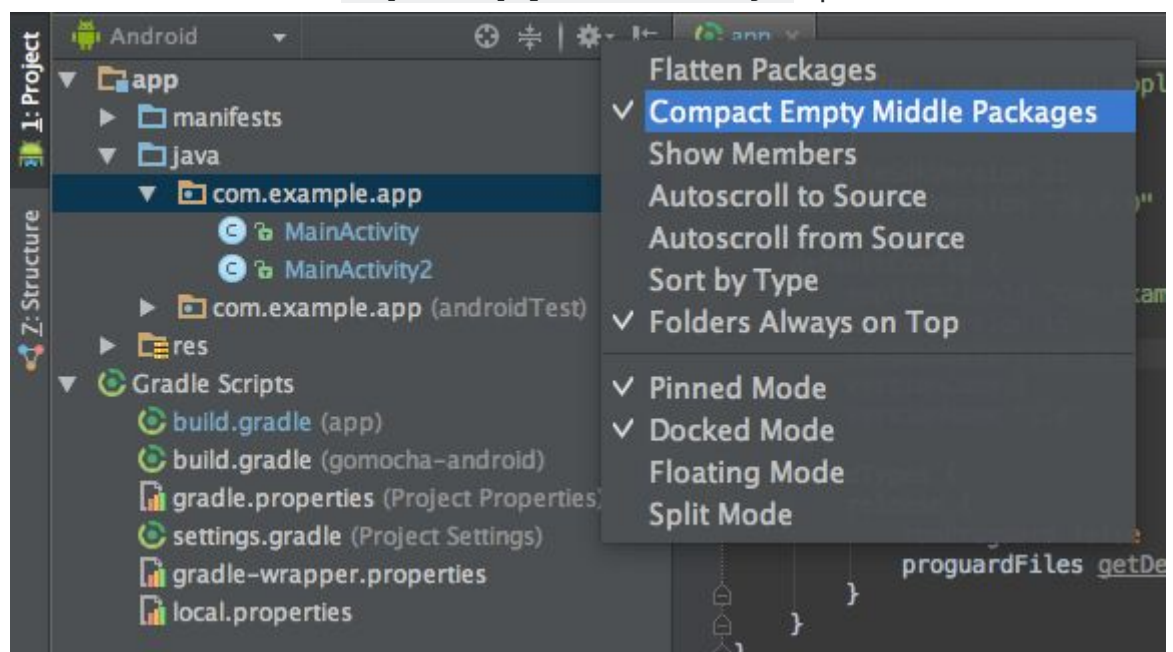
Resking App:

Change Icon

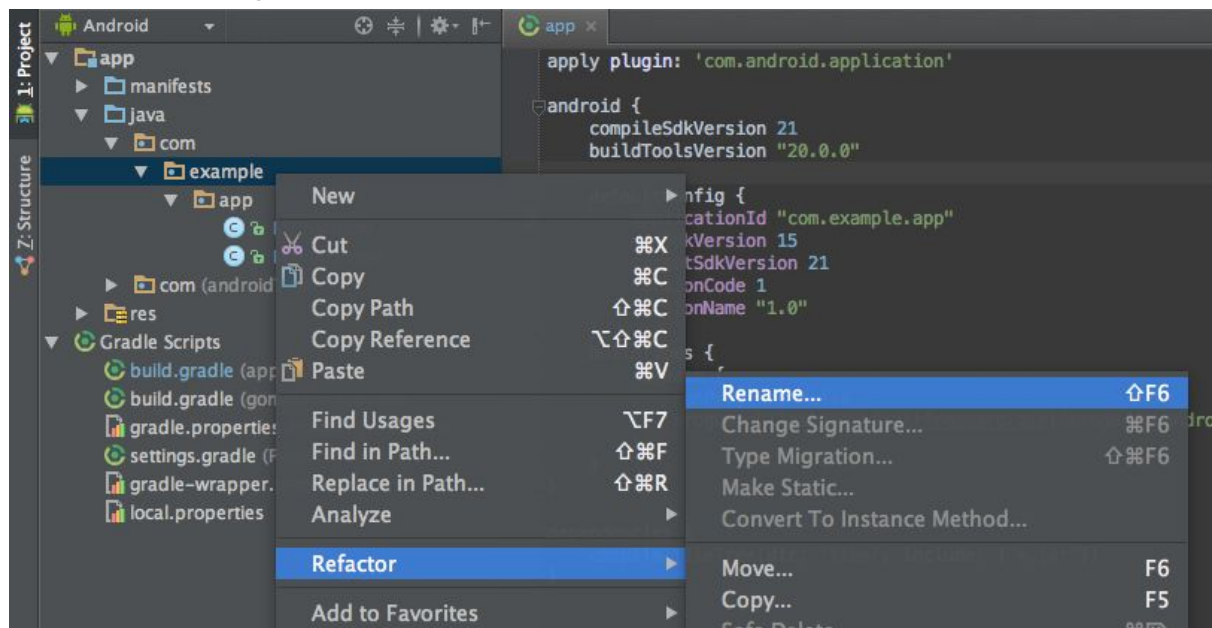
1. Create PNG image file of size 512x512 pixels
2. In Android Studio, in **project view**, **highlight** a *mipmap directory*
3. In menu, **go to** *File>New>Image Asset*
4. **Click Image Button** in Asset type button row
5. **Click** on 3 Dot Box at right of *Path Box*.
6. **Drag** image to *source asset box*
7. **Click Next** (Note: **Existing launcher files** will be **overwritten**)
8. **Click Finish**

Change Package name

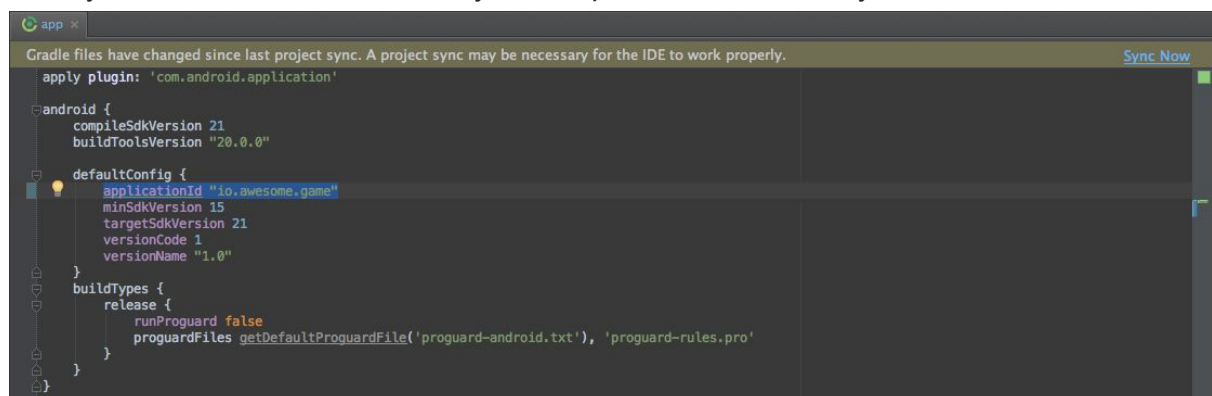
1. In your **Project pane**, click on the little gear icon (⚙)
2. Uncheck / De-select the `Compact Empty Middle Packages` option



3. Your package directory will now be broken up in individual directories
4. Individually select each directory you want to rename, and:
 - 4.1. Right-click it
 - 4.2. Select `Refactor`
 - 4.3. Click on `Rename`
 - 4.4. In the Pop-up dialog, click on `Rename Package` instead of `Rename Directory`
 - 4.5. Enter the new name and hit **Refactor**
 - 4.6. Click **Do Refactor** in the bottom
 - 4.7. Allow a minute to let Android Studio update all changes
 - 4.8. *Note: When renaming `com` in Android Studio, it might give a warning. In such case, select **Rename All***



- 5.
6. Now open your **Gradle Build File** (`build.gradle` - Usually `app` or `mobile`). Update the `applicationId` in the `defaultConfig` to your new Package Name and Sync Gradle, if it hasn't already been updated automatically:



7. You may need to change the `package=` attribute in your manifest.
8. Clean and Rebuild.
9. **Done!** Anyway, Android Studio needs to make this process a little simpler.

Change Name App

Ak chcete zmeniť názov aplikácie pod ikonou spúšťača, zmeňte ju v

`android:label="@string/app_name"` rámci značky aktivity hlavného spúšťača

```
<activity android:name="com.test.app"
android:label="@string/app_name" > <intent-filter> <action
android:name="android.intent.action.MAIN" /> <category
android:name="android.intent.category.LAUNCHER" />
</intent-filter> </activity>
```

A ak chcete zmeniť názov aplikácie vo vnútri

Nastavenia -> Správca aplikácií -> stiahnuté

Ak máte nainštalované všetky aplikácie, zmeňte túto

`android:label="@string/app_name"` vnútornú značku aplikácie

```
<application android:icon="@drawable/ic_launcher"
android:label="@string/app_name"
android:theme="@style/AppTheme" > ..... <activity
android:name="com.test.app" > </activity> .....
</application>
```

How to import project

1. Start Android Studio and close any open Android Studio projects.
2. From the Android Studio menu select File > New > Import Project. .
3. Select the Eclipse ADT project folder with the AndroidManifest.xml file and click Ok.
4. Select the destination folder and click Next.

If you have any questions about the installation or application,
contact me : strba.dev@gmail.com or on my instagram : [micodes](#)

Have a good day!

Michal