

Tic – Tac – Toe

User Guide

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Introduction

This is the guide to use the online [Tic Tac Toe](#) system. This system allows you to create and connect to rooms with other players and play games of tic-tac-toe. This guide will show you how to go about creating and joining rooms, as well as how to play the game.

Ch. 1: Starting a Game

Once you have arrived at the site, there are two main ways that you can start playing a game of Tic-Tac-Toe: Hosting a Game and Joining a Game. Both methods will be covered in this section.

Hosting a Game

Hosting a game is very easy process and allows another player to connect to you to play the game. The steps below show exactly how to properly host a game:

1. Start by clicking the “Host Game” button in the top-left of the screen (Figure 1.1).

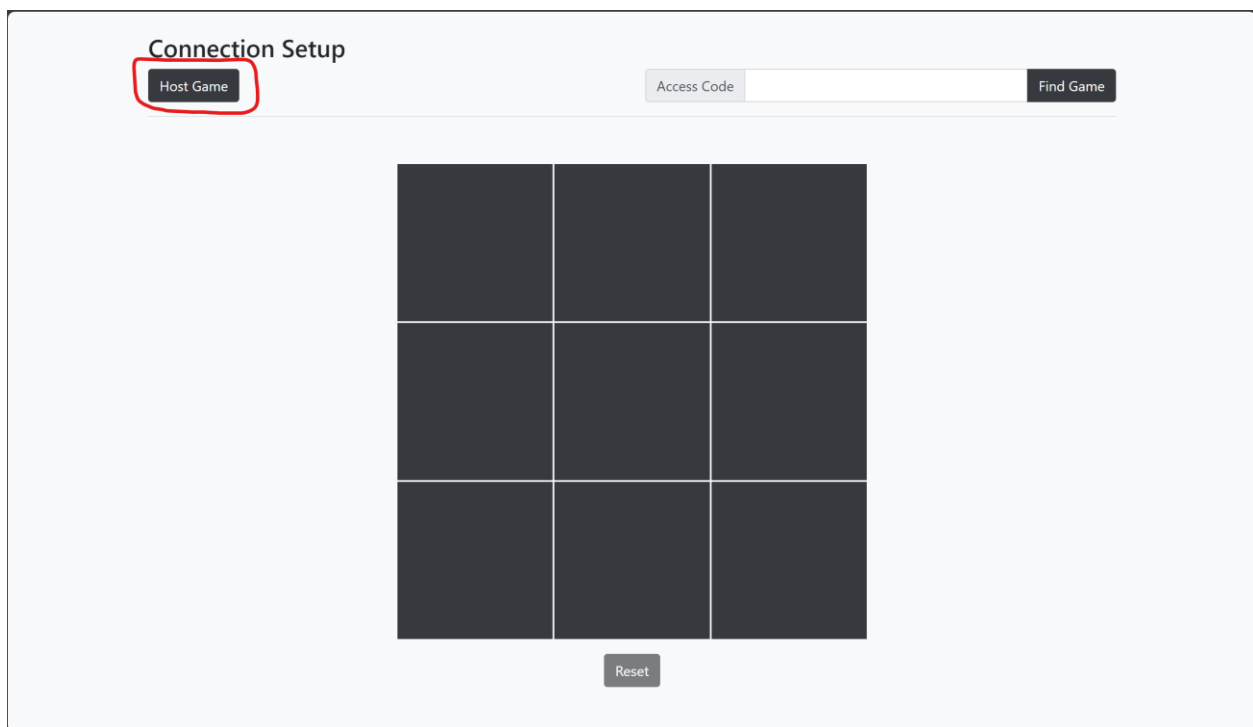


Figure 1.1: The Game Screen with the “Host Game” button highlighted with a red outline.

2. Once the button is clicked, it will create a room for your can generate a random 4-digit Access Code beside the button. An example of this can be seen in figure 1.2.

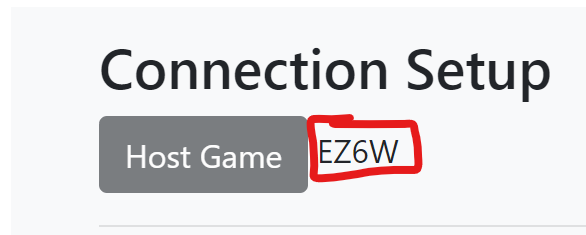


Figure 1.2: An example Access Code generated by the “Host Game” button.

3. This code can then be used by another user to join your room. (For help joining a room, refer to the *Joining a Game* sub-section of this guide)

Joining a Game

Joining a game is very easy process and allows you to connect to another player to play the game. The steps below show exactly how to properly join a game:

1. To join a game, you must first have received a 4-digit Access Code from another player who is hosting a room. (For help hosting a room, refer to the *Hosting a Game* sub-section of this guide). An example code can be seen in figure 1.3.

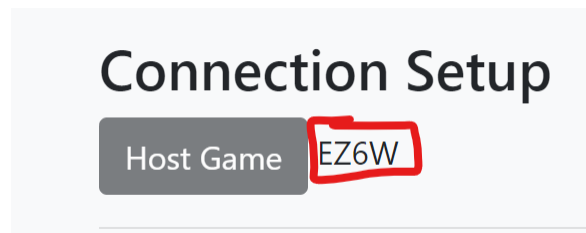


Figure 1.3: An example Access Code.

2. Once You have received the code, then enter it into the text field in the top-right of the screen (Figure 1.4).

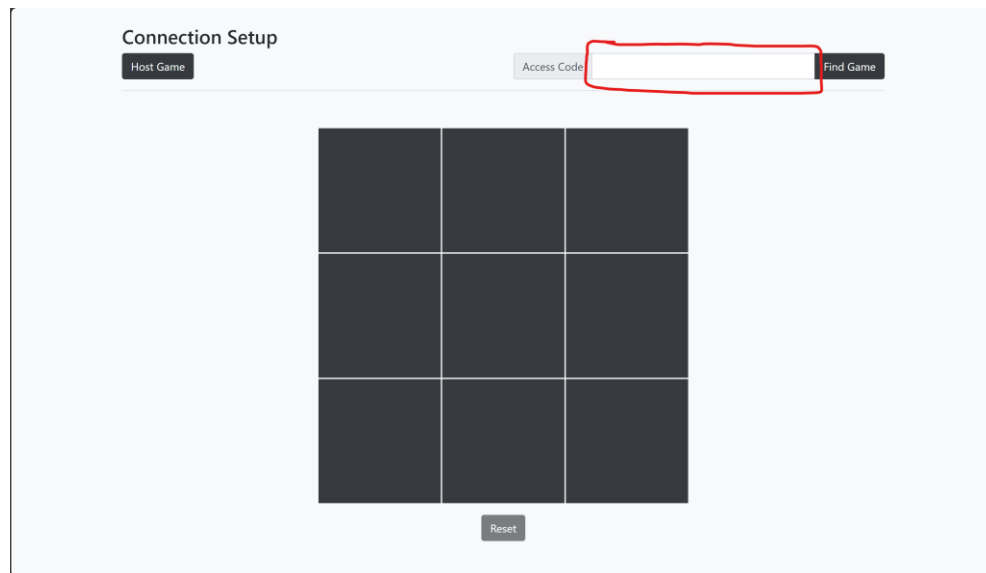


Figure 1.4: The Game Screen with the Access Code text field highlighted with a red outline.

3. With the Access Code in the text field, press the “Find Game” button (Figure 1.5). to join the game and begin playing.

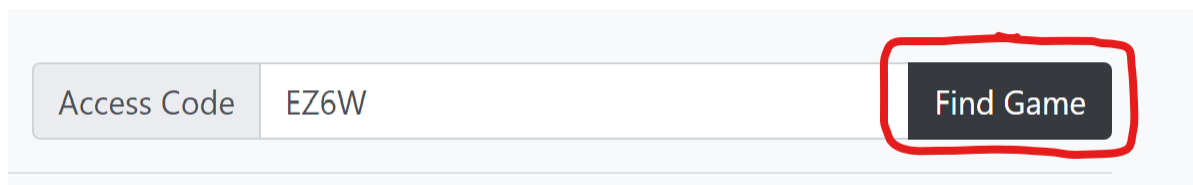


Figure 1.5: The “Find Game” button by the Access Code text field, highlighted with a red outline.

Ch. 2: How to Play

If you have not yet connected with an opponent and started a game, refer to the *Starting a Game* section and get a game started. Once both players are connected in the same room, the game will begin. This section will cover the controls and rules of the game.

Objective

The goal of the game is to place 3 of your markers (X or O) in a straight line, either vertically, horizontally, or diagonally in a 3x3 grid. If you can accomplish this, you are the winner of the game.

Rules

The rules of the tic-tac-toe game in this system are the same as a normal game of tic-tac-toe.

The game starts on the host's turn where they are presented with an empty grid where they must place their marker in one of the grid's square's (figure 2.1). Once the marker is placed (figure 2.2), the other player will then get their turn to place a marker (figure 2.3). The players continue to take turns until either there is a winner (as stated in the *Objectives* sub-section) or the entire grid is filled (all squares have a marker in them).

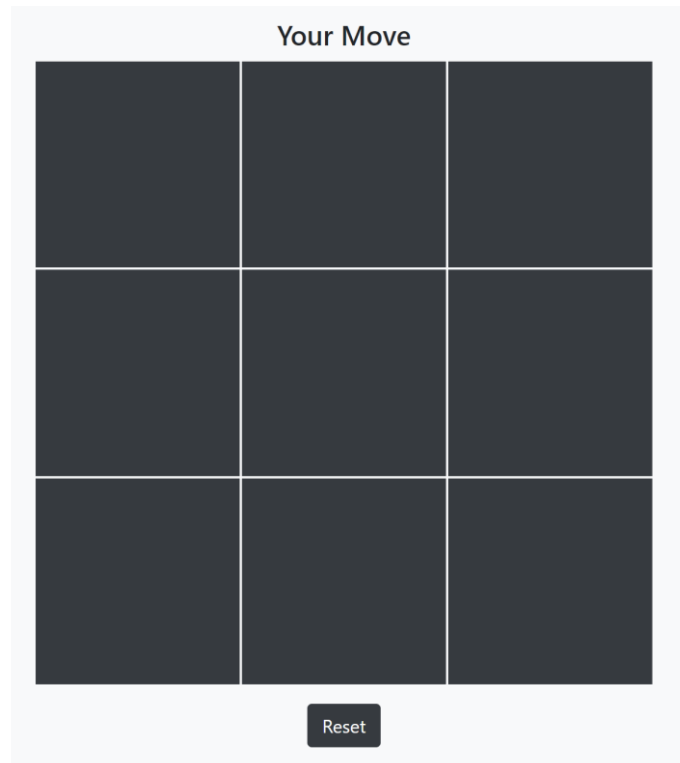


Figure 2.1: The starting grid for the host player.

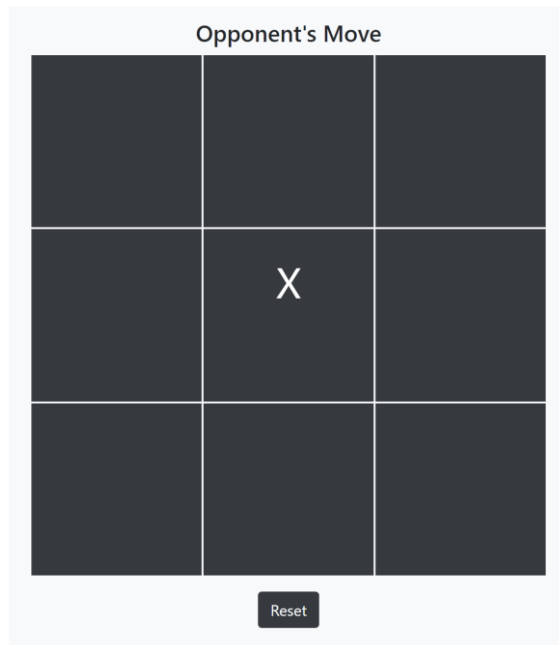


Figure 2.2: The host's screen after the host player takes their first turn.

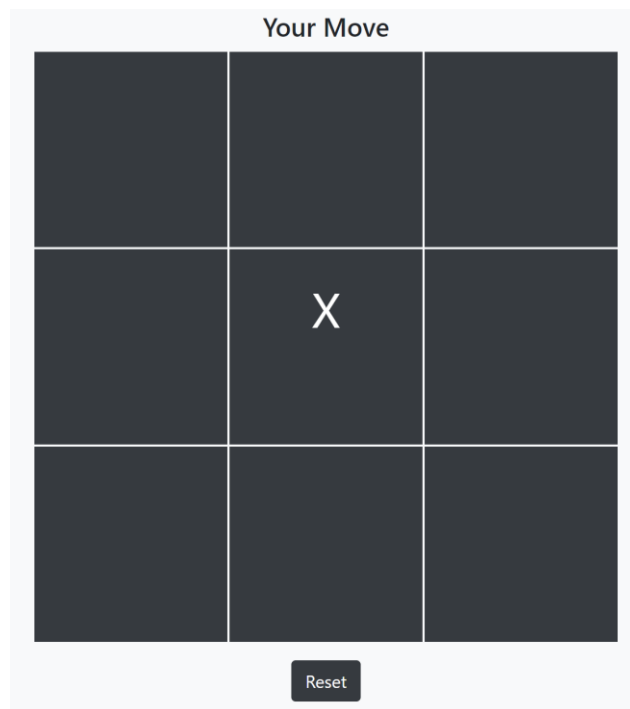


Figure 2.3: The other player's screen before they take their first turn.

A player can only place a marker during their turn, and markers can only be placed into squares that do not already have a marker in them.

Once a game is completed, or at any time during the game, if a player clicks the “Reset” button at the middle bottom of the screen (Figure 2.4), their grid will be cleared, and they will leave the room, allowing for them to join or host a new game.

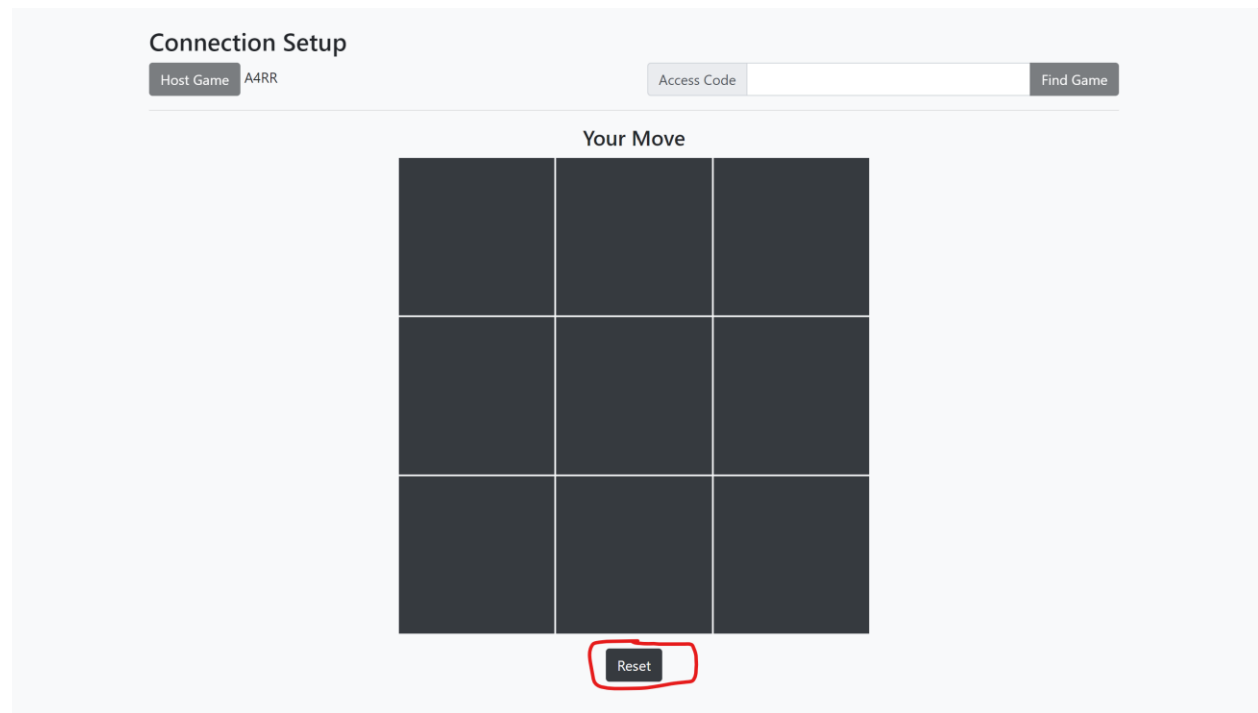


Figure 2.4: The Game Screen with the “Reset” button, highlighted with a red outline.

Controls

In this game, there is only one control to worry about, the main control for the entire game. To select where to place your marker (X or O), you only must click on the desired square and the marker will be placed there, if it is able to.