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RECURSIVE ONLINE TIC-TAC-TOE

# Project Description

Our project will be to create a web-app where players can competitively play recursive tic-tac-toe against each other.

Once registered and logged in, players will be able to:  
1- Search for and play a game of tic-tac-toe against an opponent

2- View the global rankings of all players.

3-Access other player’s profiles, which will include previous games played and the ability to replay them.

4-Edit their profile username, avatar, and password

We are under no illusion of the complexity of this project, and we will most likely fail to meet most of the targets, but at a minimum, we expect to have a regular game of TTT that can work using sockets, as well as a profile page that can be edited. We chose this project because it excites us and will push us to work hard.

# Technologies Used

In this web-app, the technologies we expect to use that have not been covered so far are:  
-Non-relational database (mongodb)  
-Web sockets  
-AWS/Docker deployment

# List of Routes Being Handled

/Login

/Register

/

/About-us

/Join-Game

/Game

/Profile

/Profile/Edit

/GlobalRankings

/GlobalRankings/Player/:id