

Project Design Document

02/10/2023
Cole Swiger

Project Concept

1

Player Control

You control the

mouse

in this

side view

game

where

clicking

makes the player

Place an X or O

2

Basic Gameplay

During the game,

Xs and Os

fill

a

Grid in the middle of the screen

and the goal of the game is to

Get 3 Xs or Os in a row, depending on which one you are using.

3

Sound & Effects

There will be sound effects

For every action and the end of the game.

and particle effects

During a swap or 3 in a row

[optional] There will also be

Background music

4

Gameplay Mechanics

As the game progresses,

Players will have the ability to swap 2 occupied spaces.

making it

More complicated than the original tic tac toe

[optional] There will also be

A random special powerup each player can use once per game. (Optional)

5

User Interface

The

Squares in the grid

will

gray-out

whenever

It is swapped, indicating it can't be swapped again.

At the start of the game, the title

Tic Tac Swap

will appear

and the game will end when

A player can't stop the other player from getting 3 in a row.

6

Other Features

The game doesn't immediately end on 3 in a row. The other player gets a chance to stop it. If they can't stop it, the other player wins.

Project Timeline

Milestone	Description	Due
#1	<ul style="list-style-type: none">- Set up camera and 3x3 grid in 2D environment	02/13
#2	<ul style="list-style-type: none">- Allow player to click square in grid and a "Make Move" button to make a move. Can just be all Xs for now	02/16
#3	<ul style="list-style-type: none">- Implement turns so Xs and Os are populated automatically depending on who's turn it is.	02/20
#4	<ul style="list-style-type: none">- Implement Swap button and feature. Player will click "Swap" select 2 squares, then click "Make Move" and the contents of those 2 spaces will swap.	02/24
#5	<ul style="list-style-type: none">- Add start menu with title and "Play" button.- Implement end of game. Display "(X or O) Wins!" with "Play Again" button	02/28
Backlog	<ul style="list-style-type: none">- Settings menu that includes: Deciding which player is X and O, additional Swap rules, like not allowing a player to swap with an empty space, color scheme- Powerups that can be used by each player once per game. Example, swap teams, make 2 moves, etc.- Music and Sound Effects	03/10

Project Sketch

X		O
O	X	
O		



Swap

Make Move