



# TIC-TAC-TOE GAME

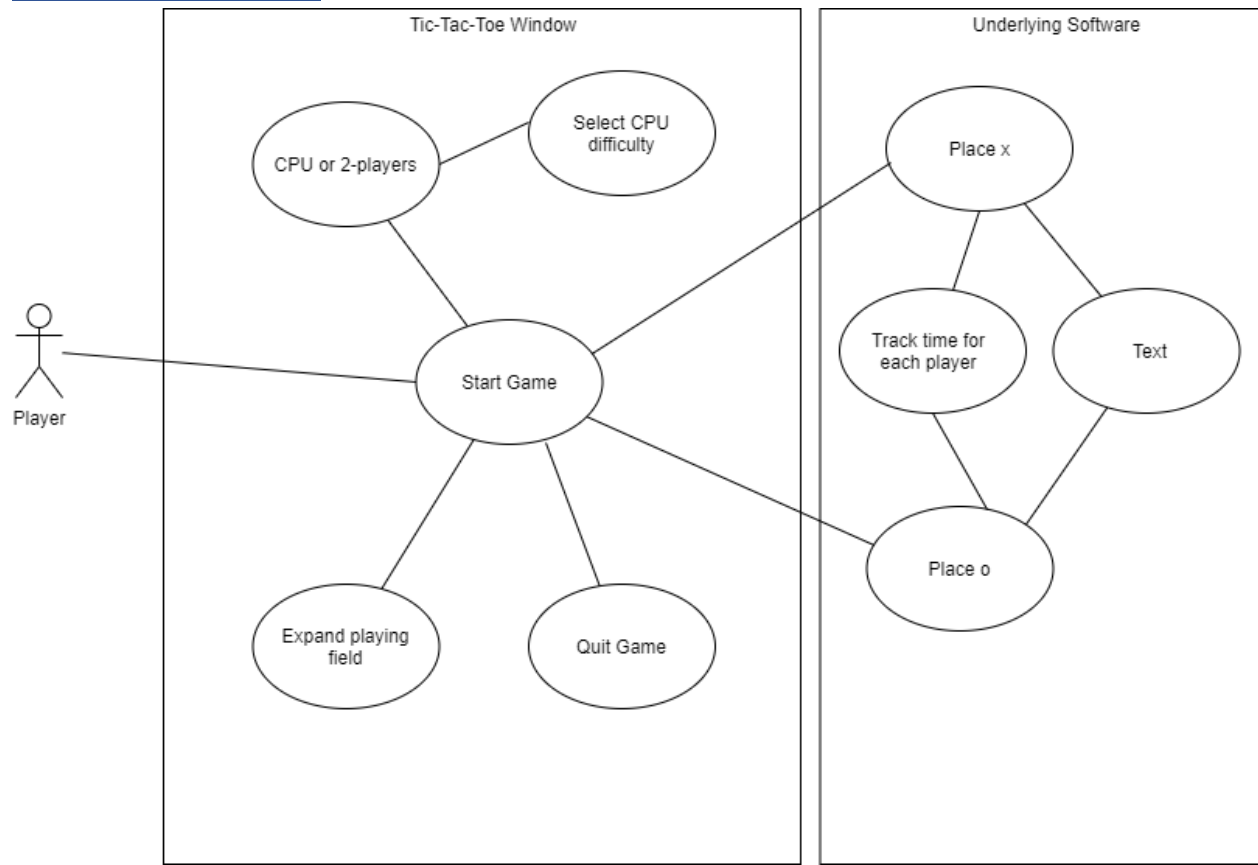
Software Engineering PA2

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## Use Case Diagram



## Use cases:

### Use case: Start game

Actor actions	System Response
1. User hits start game	2. Autogenerates board 2a. Starts timer 2b. Assigns randomly x and o to both players 2c. Assigns randomly who goes first 2d. Start timer

### Use case: Placing x's and o's

Actor actions	System Response
1. User selects a tile on the grid	2. System decides who is going 2a. System places that players token on specified tile 2b. The token is changed to the next players turn

### Use case: Win or Tie decision

Actor actions	System Response
1. User places their token on last tile or on winning tile	2. System checks for tie or winner. 3. If winner, it will print out which player won. 4. If draw, prints out draw.

### Use case: Quit Game

Actor actions	System Response
1. User clicks on exit button	2. Game window closes