

## Use Case Analysis for Project 2

Domain analysis:

**Introduction:** The domain is a Tic-Tac-Toe game that we are preparing to learn more about software engineering principles, specifically those of domain analysis and use case analysis. The goal is to implement a simple Tic-Tac-Toe game between two players using a simple Graphical User Interface (GUI) that implements the basic rules of the game.

**Glossary:** the game is very simple, so no complex terms should be needed.

**General knowledge about the domain:** The basic rules for a game of tic-tac-toe are as follows:

- The game is played between two players: X and O.
- The game is played on a 3x3 board.
- The players take turns placing a single X or O (depending on whether they are player X or O, respectively).
- X always moves first.
- Whoever gets three X's or O's in a row wins.
- If all nine squares on the board are filled without either player managing to get three in a row, the game ends in a draw.

**Customers and users:** the only users will be the people who worked on the project (Amin Ortiz, Ellis Levine, Marshall) and the professor and grader.

**The environment:** the application will run on a personal computer.

**Tasks and procedures currently performed:** to be determined. The project document includes a reference to a timer feature being used, perhaps specifically in the case that one player does not take their move in a reasonable amount of time.