Game Design Document

Fill up the Following document

1. Write the title of your project.

Tic Tac Toe

1. What is the goal of the game?

To beat the computer in tic tac toe

1. Write a brief story of your game?

The player decided to challenge a mastermind computer. But learned

that he will have a hard time beating the computer. The player

decide to verse the computer to a game of tic tac toe, a classic game.

I chose this game because it was a classic game fun for all ages.

1. Which are the playing characters of this game?

* Playing characters are the ones which respond to the user based on the input from the user.
* Cars, monkeys, dinos, wizards, and etc are the playing characters in the game.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | Player | Place O |
| 2 | Computer | Place X |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

1. Which are the Non-Playing Characters of this game?

* Non-Playing characters are the ones which don't have an action or a behavior when the user interacts with the game.
* Hurdles, stones, bananas, coins, and etc are non-playing characters in the game.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | 3x3 Board | Idk lets us place O&X |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

Draw your imagination of this game. What does this game look like?

* Draw the game either on your computer or on paper,
* Add images of scenes of the game to show each of the playing and non-playing characters at least once.

You will have a 3x3 board that will be played on by the player and the

computer to decide who will win. They will try to get a three in a row in any

of these ways, horizontal, vertical, and diagonal.

How do you plan to make your game engaging?

I plan on that by making it so that the computer always makes the best

moves and that the player must try to beat it computer.