



SOEN 6011- SOFTWARE ENGINEERING PROCESS

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ASSIGNMENT 3

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GROUP 9

PROJECT – TIC TAC TOE GAME

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Purpose

After the functional and non-functional requirements are gathered, the next step is to prepare the design of the system representing a conceptual model of the system. The Purpose of this document is to represent the entities involved in the system and their relations with the use of domain diagram.

Domain Models build an initial understanding of what conceptual classes are likely to be used in building the system. The domain diagram for the Tic-Tac-Toe Game uses the vocabulary of the domain so that the communication for the non-technical stakeholders in terms of model representation becomes easy to understand. It helps in identifying the relationships between the entities of the system within the scope of the system and also identifies the attributes related to them.

Domain Diagram

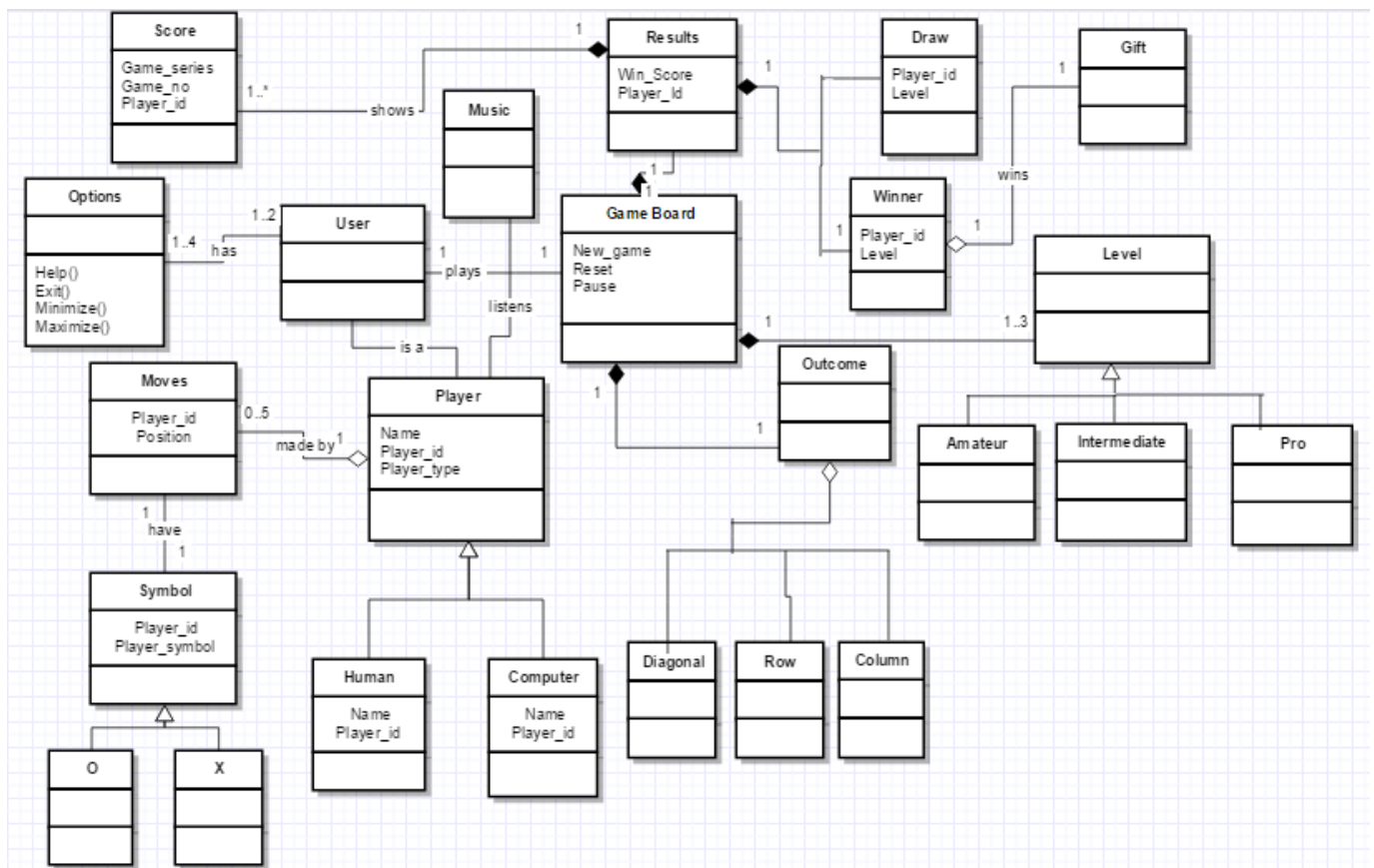


Fig: Domain Diagram for Tic-Tac-Toe Game

Description

Our Tic-Tac-Toe game is basically a game played between two players. The players can choose their own representation symbol X or O. The User of the game is also a player who can have his opponent players either Human or Computer.

The players will enter their name, ID and will select the level of the game (Amateur (For Beginners), Intermediate, Pro (For Experts)) depending on their expertise and choice. When the player starts playing the game, the music in the background starts playing.

The game is a board of 3×3 grid in which players take their turns and take their moves alternately and marks the empty spaces in the board. The game will result in an outcome of similar symbols in either horizontal lines, vertical lines or diagonal lines. This outcome checks the winning scenarios. Depending on the moves and spaces marked, the game has results which has scores for the players. The results declare the winning score of the player with the player ID. The score contains the game number out of the game series.

The Game finds the winner after successful completion of game. The game results in Draw condition when there is no winner and all the blocks in the grid are filled up. The winner is entitled for a Gift.

The players can start a new game, reset the game or pause the game. The user also has an option to maximize, minimize the screen or exit the game and also go to the help menu.

References

1. <https://computersciencesource.wordpress.com/2009/11/26/year-2-software-engineering-domain-modelling-2/>
2. "Domain Model," Wikipedia, 2016. [Online].
3. "Tic-tac-toe," Wikipedia, 2016. [Online].
4. N. Piccirilli, Lecture Notes, Software Engineering Process-SOEN 6011, 2016.