

SilverBullet Tic Tac Toe Design Report

The game is a web application. It is coded in Java and runs on Spark.

The game has two classes, *TicTacToe* which has ten functions and *TicTacToeWeb* which has three functions. These classes are listed below with their functions.

The class *TicTacToe* creates an instance to start a new game and runs the game until the function *isGameOver()* or *checkForWin* returns the value True.

Classes and functions:

public class TicTacToe

```
public void resetBoard()  
public void changePlayer()  
public boolean isBoardFull()  
public boolean playerMove()  
public boolean checkDiagonal()  
public boolean checkRows()  
public boolean checkColumns()  
public boolean checkForWin()  
public boolean isGameOver()  
public void print()
```

public class TicTacToeWeb implements SparkApplication

```
public static void main(String[] args)  
public void init()  
post(new Route("/playerMove"))
```