

# 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"))
```