TIC-TAC-TOE

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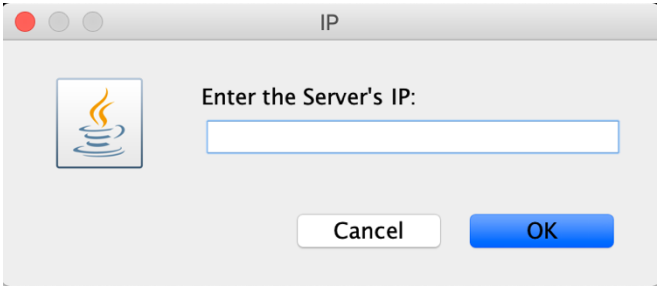
Intensions:
Our main goal behind the game was to allow players to get together by connecting to a server and play with other players or with the utterly easy computer.
Our Tic-Tac-Toe was meant to be different from any other Tic-Tic-Toe ever invented.

INTENDED UI:
A player will start the game and will be brought to the page that displays all the connected users. They can choose to play another connected user randomly or make a request to another player for a game. Then the game begins and both players will compete against each other and race to win points. The winner will get congratulations screen while the loser will get a screen that says they lost. Now they either choose to play more or quit and leave.

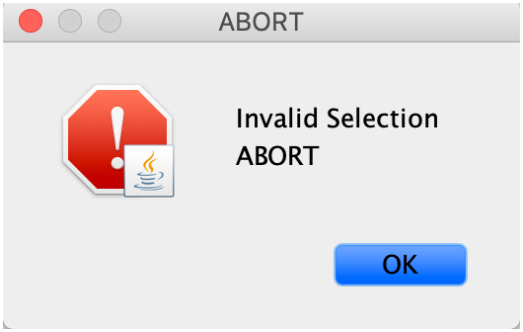
Current UI Features

1. **Takes the IP of machine where the server jar is running**

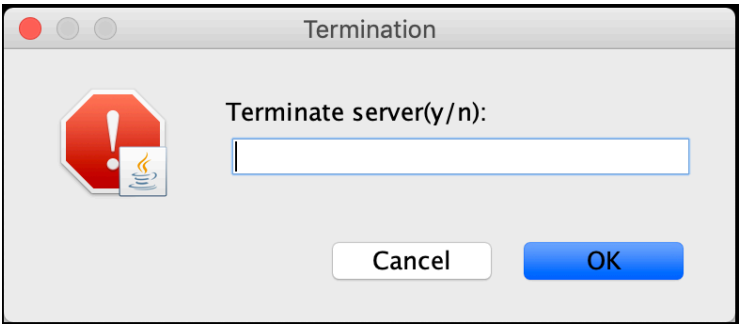


2. **Pick your opponent**

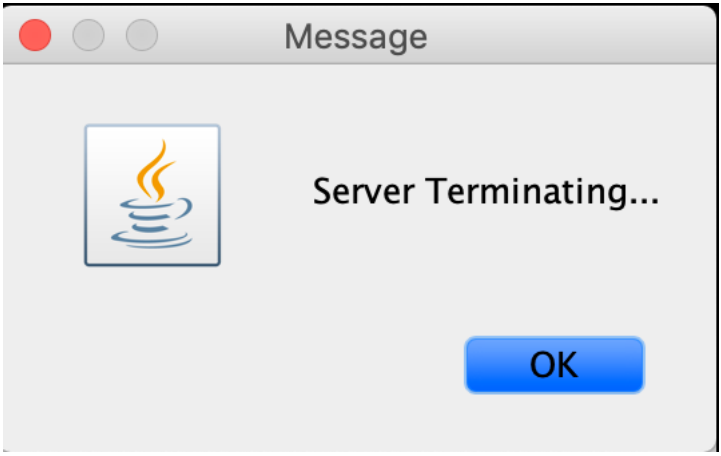
3. **Wong input equates abort.**



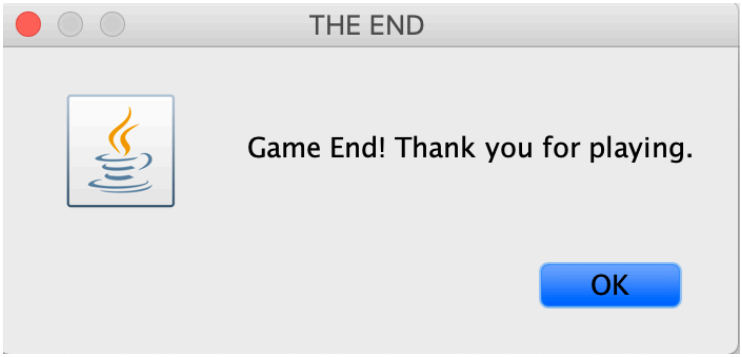
4. To stop the server from running infinitely, a choice is given to let more users connect or not.



5. If the server is chosen to be stopped....



6. If you choose to continue to play, and either; win, lose, or tie.... This is what you will see.



Restrictions:

Due to lack of time, we are un able to implement all the intended features according to the initial design. Since we quickly realized this dilemma, we have a basic game that is fully functional to play.

Difficulties:

To begin with, we were not sure what project to go for and try to complete, but tic-tac-toe was a game we were thinking to implement for a long time. Additionally, having no prior experience GUI classes, it was difficult to create and understand the design features that would allow the player to have an extraordinary UI experience. Furthermore, implementing the minimax algorithm that allows a human to play against the computer caused numerous problems: wrong values being calculated when played with humans, passing of negative integer moves, and code completely breaking.

Future Plans:

1. Our plan is to completely implement the **minimax algorithm** that allows a the player to challenge with a harder level.
2. A connected users page to show all users that are **connected.**
3. Implement a **data structure** that keeps track of the **user's score** over time.
4. Implement a rematch or replay feature

5. Implement a request feature that allows users to request others to play.
6. Last but not the least, implement a higher order tic-tac-toe game.