Jacob Nodes and Jesse Wilson

User Guide

In Ultimate Tic-Tac-Toe, two players compete on small tic-tac-toe boards that are inside of a larger board. When one player wins a small board, they win the large board but that's not all! When a player places down their icon (X or O), the opponent must place their icon on the same larger board. An example is that if player X puts down their icon on the top left big board on the top right little board, the other player must put down their O on any slot in the top right big board.

Unfortunately, we were unable to get this to take in any user input. While we did get it set up to look like what it should, it is just a picture drawn in code. In the RegTicTacToe branch, Jesse was able to get this using the code that Jacob wrote which looks like this.
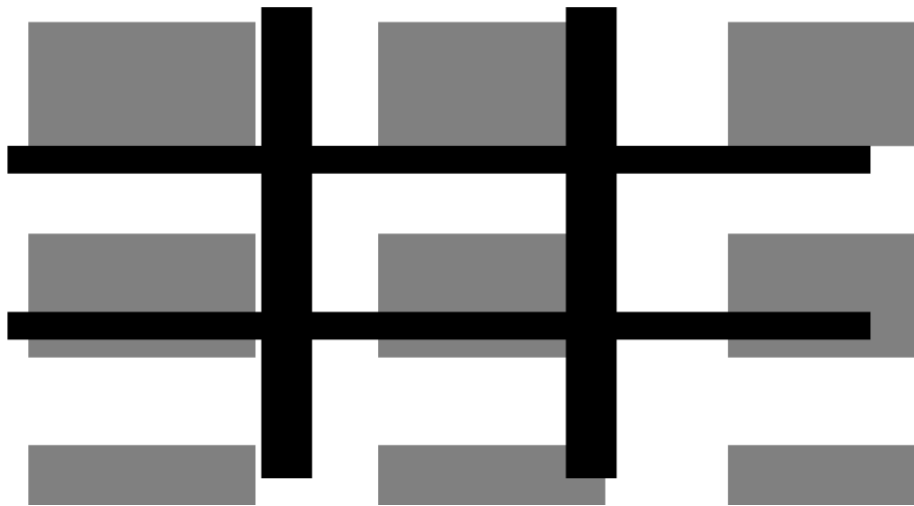
In this, we can click on the gray squares to get an X. Then, we can click on the X to get an O to play Tic-Tac-Toe. However, the game logic to determine whether it is a win, loss, or a tie has yet to be implemented.
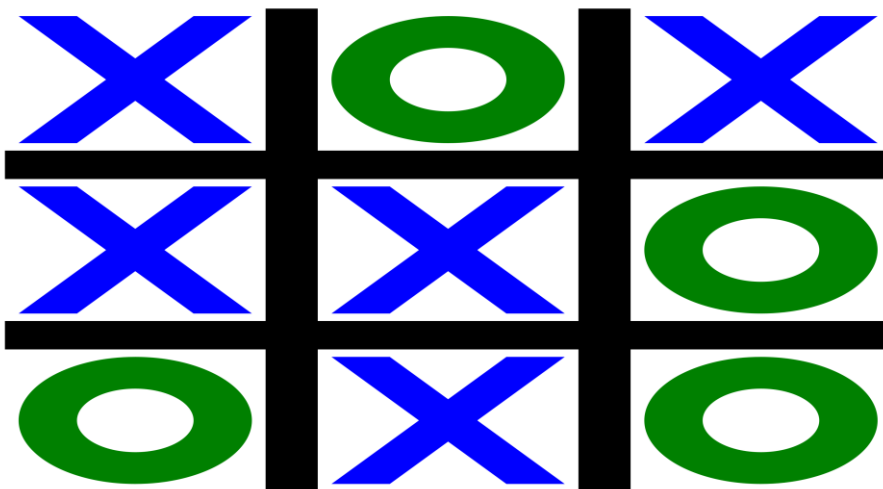
The highlight of the code is that it compiles and runs a partially functioning Tic-Tac-Toe game.

The limitation is that despite our best efforts, we were unable to implement the ultimate part in Tic-Tac-Toe. The regular part of it only sort-of works because the only way to place the X's and O's is by clicking on the gray squares that are not very centered.

Debugging collaborators: None

For the number of hours spent on the project, we cannot give a good estimate.