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CMPT 220 Project Proposal

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**Tic-Tac-Toe**

For Project 2, I am submitting a proposal to recreate the game Tic-Tac-Toe in Java. Tic-Tac-Toe is a simple game that can be played almost anywhere. You can play against your friend, or even against the computer. The game consists of a 3x3 grid, which has a total of 9 boxes. Each player will then choose if they want to be an X or an O. Each player will take turns placing an X or an O until you have 3 in a row. You can earn 3 in a row vertical, horizontal or even diagonal. The first player to have 3 in a row win. If all the spaces are filled up and no one has 3 in a row, then the game is over and considered a tie.

When I begin to code my game, I am going to need the option to play against another player or maybe even the computer. I am going to use arrays to create my grid, and if and else statements to check the game. I am also going to need code to update the board each time to show where the player has chosen. Multiple loops will be used to go through the process of displaying the table multiple times and even saying “Player 1’s turn”. In order to simplify my code and make it easier to read I plan on using methods such as to change the player and place the mark. I might also be able to use a method to check for the winner.

Overall, I plan on making the functionality of the game operate at its best. I would like my program to have no flaws and no potential errors. Once the program is working I would like to have the layout of the game look appealing to the player. Other possible options are even be able to pick what icon you want to use as your mark and other minor things. The more customization the player has the more likely they will want to play your game.