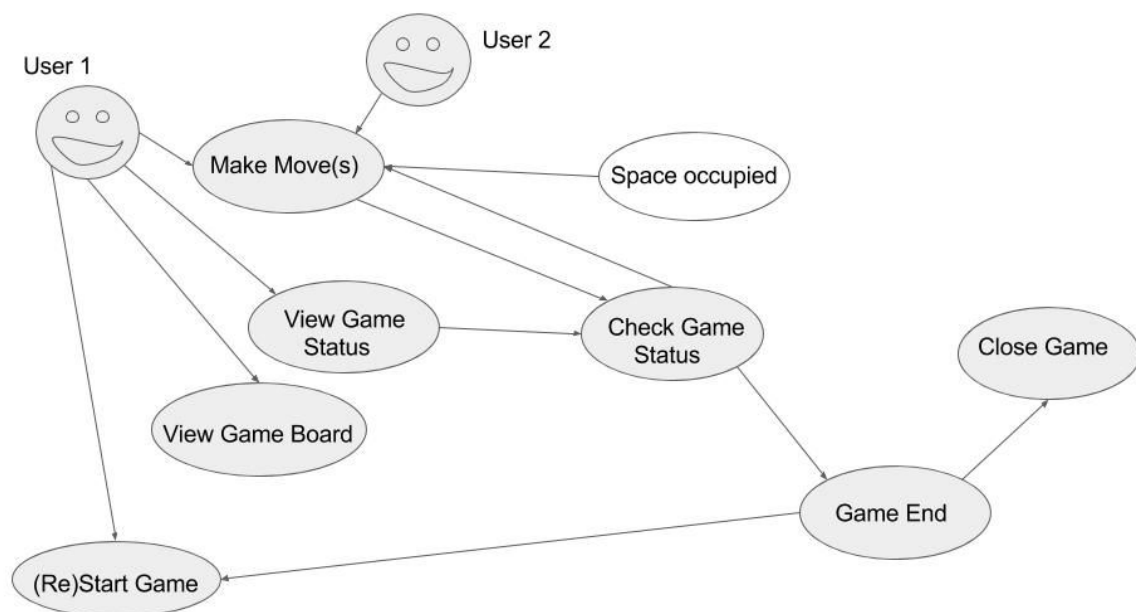


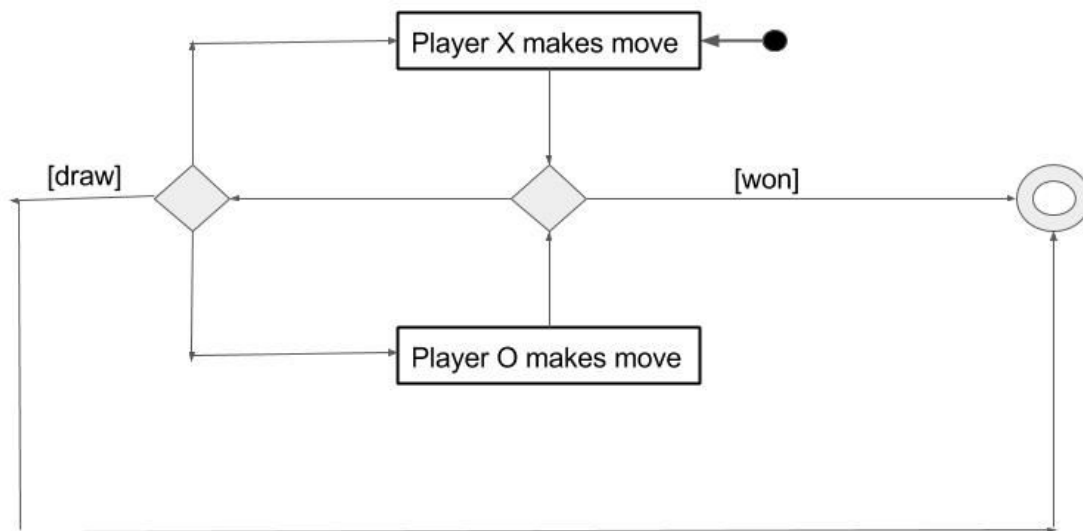
## Use Case w/Actors

Scenario & User Perspective - James (Game Player 1) and Tyler (Game Player 2) (best friends, but competitive) sit down at a laptop, hoping to play Tic Tac Toe. They open up this game to be able to play. They both make moves until inevitably, James wins. Tyler does not like this so they decide to play again. It is a tie. One more game must be played to ensure it was not a fluke. James wins one final time and Tyler clicks 'no' when prompted to play again. James and Tyler both see the same screen, the only difference in experience is that James plays when it says it is Player X's turn, and puts down red Xs, while Tyler plays when it says Player O's turn, and puts down black Os.

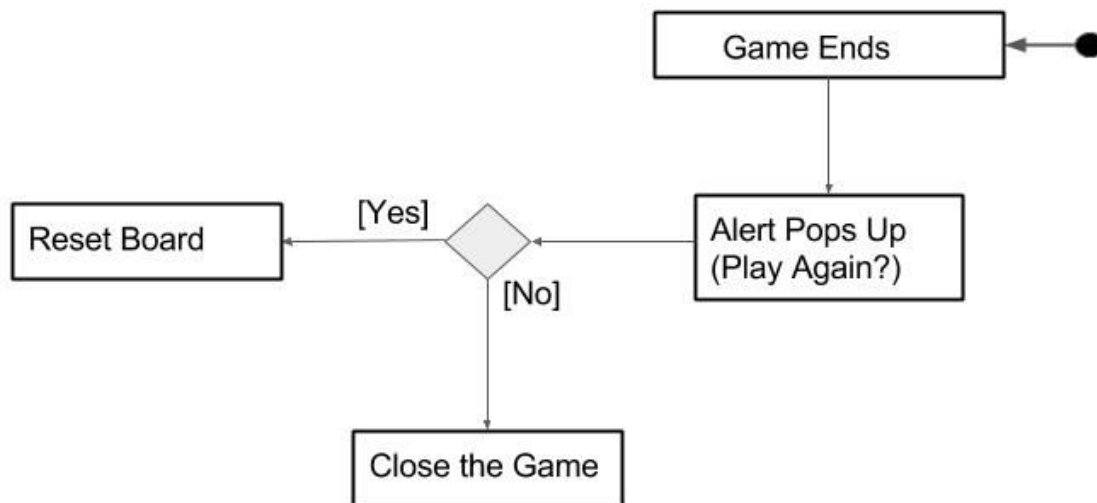
## Use Case Diagram



### Activity Diagram (Game Logic)



### Activity Diagram (Ending Alert, Reset)



## State Transition Diagram

