

Project 9 – TIC TAC TOE:

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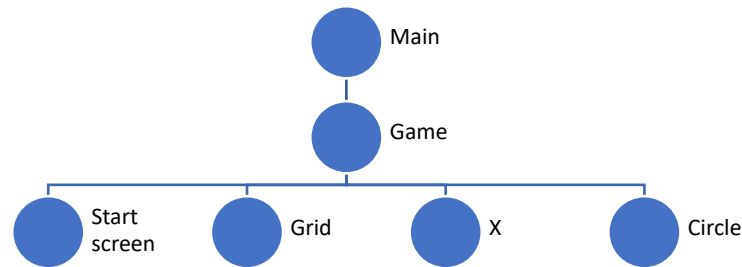
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Concept:

Our Tic Tac Toe app is a two-player game implemented in JACK, where players alternate placing 'X' and 'O' symbols on a 3x3 grid. The goal is to align three of their symbols horizontally, vertically, or diagonally to win the game.

Architecture:



? Main.jack

- **Purpose:** Entry point for the application.
- **Logic:** Initializes the Game class and starts the main game loop.

? Game.jack

- **Purpose:** Core logic and flow control of the game.
- **Logic:** Manages turns, tracks occupied cells, validates moves, and determines winning conditions.

? Grid.jack

- **Purpose:** Handles the layout of the 3x3 game board.
- **Logic:** Draws and manages the grid structure on the screen.

? StartScreen.jack

- **Purpose:** Displays the game's starting screen.
- **Logic:** Shows instructions and prompts the user to start the game.

? X.jack

- **Purpose:** Represents the 'X' player symbol.
- **Logic:** Draws the 'X' symbol on the specified grid cell.

? Circle.jack

- **Purpose:** Represents the 'O' player symbol.
- **Logic:** Draws the 'O' symbol on the specified grid cell.

Motivation:

We chose to create a Tic Tac Toe app because it's a classic game that demonstrates essential programming concepts like logic control, grid management, and user interaction while being achievable within the constraints of the JACK programming language.

[Link to Google drive video](#)