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Instructions

1. Open the file and hit run (the green button)
2. A window will pop up entitled "Prompt User" Select which type of player will play X and which type of player will Play O by clicking on each type of user
3. A Board will Pop up. If one of the players is a human, every time it is your turn click on the square you want to go in. There will be a message at the top of the board, which tells you whose turn, it is.
4. If both players are humans, switch off clicking in the squares you want to go in.
5. When one player wins the top of the board will say which player won. You will not be able to go anymore once one player wins. Additionally, the winning line will be highlighted in red.

Known Bugs/shortcomings: We have no known bugs or shortcomings.

Design/implementation notes: We added the highlighted winning line. It would be useful to add an undo button allowing the user to undo both his own moves as well as those of the computer.

- it would be useful to add a new game button allowing the user to restart.

Feedback: The assignment was rather long and difficult and only a short time was given to complete it. More time should be given for the assignment and more hints should be given about which methods to use. Also, what to do for MinMaxAI should be made more clear.