

## ***Requirements:***

### **External Interface Requirements**

#### **User Interfaces**

The user interface for the Tic-Tac-Toe game application is the gameboard. It is from this board that a user plays the game. On winning a game, it should display a dialog box showing who the winner is.

#### **Hardware Interfaces**

Music system is interfaced to our game application.

#### **Software Interfaces**

An interface game board containing blocks for x and o's for a player to play the game is provided.

#### **Functional Requirements**

1. Displaying a 3x3 grid : This grid is required to play the Tic-Tac-Toe game. It is on this grid that the two players take turns marking the spaces as X and O.
2. Alternating between X and O Players : This game requires two players, one playing as X and one playing as O (with X usually starting). To ensure that a player doesn't play twice, switching between them is required.
3. Determining the Winner of the Game : Once a player wins the game, the message should be displayed which player won. If no one won the game, then it is a draw.
4. Displaying Score Details : There must be 3 columns for maintaining the scores. One for each player and one for the games which were a draw.
5. Providing Option to Play Again : The game must provide an option to either play again or to exit the game.