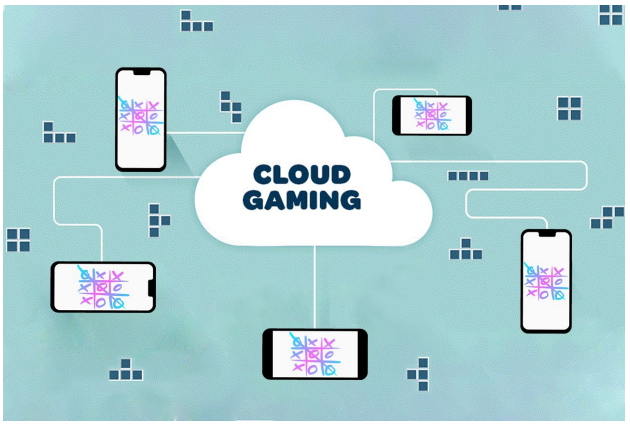
CLOUD GAMING



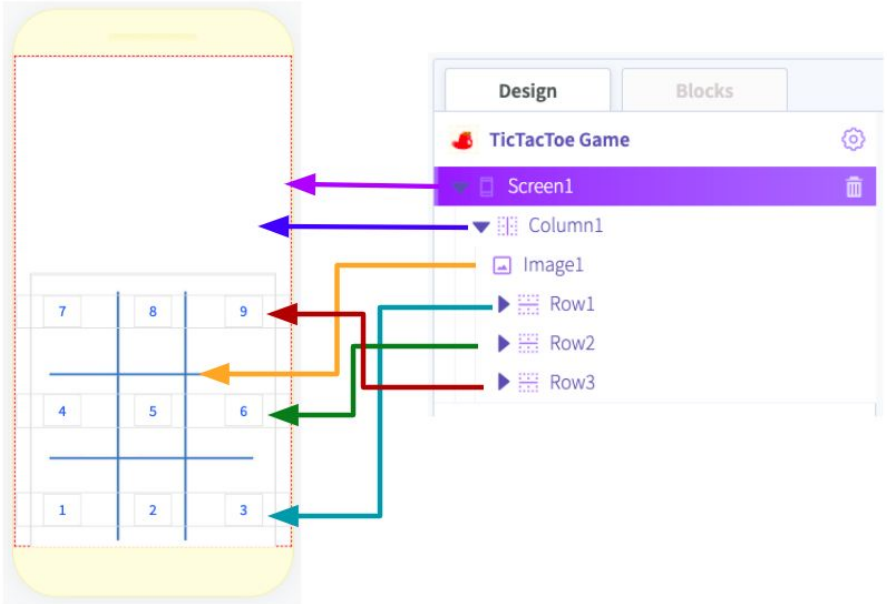
What we did:

- We learned the way cloud gaming works, to create a simple arcade game.
- We learned to apply cloud features making it a global multiplayer cloud-based game.
- We built Tic-Tac-Toe Cloud Game

How we did it:

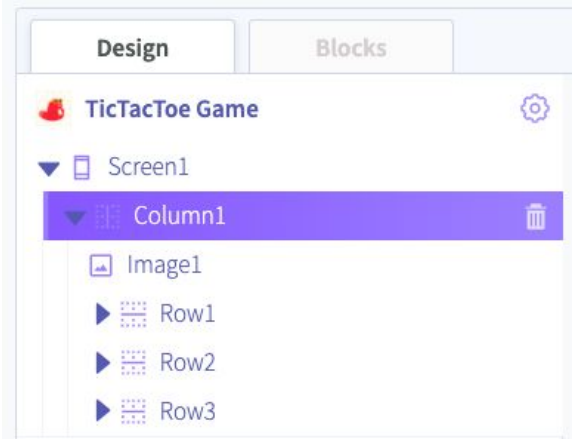
We developed a Tic-Tac-Toe game which can be played by anyone across the globe. It followed the same concept of sending and receiving data from the cloud.

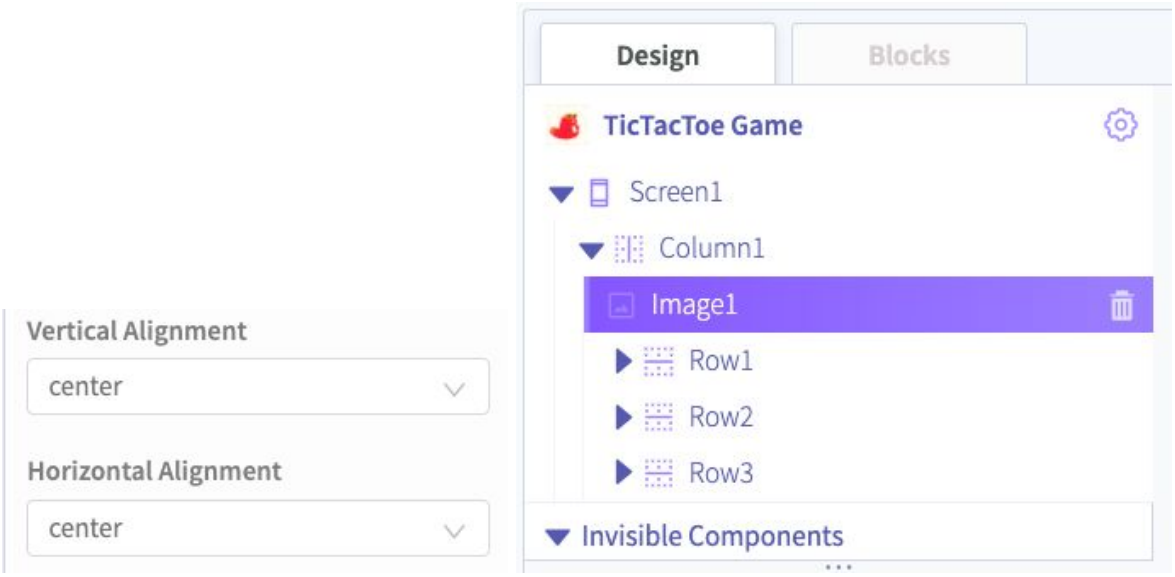
Design:



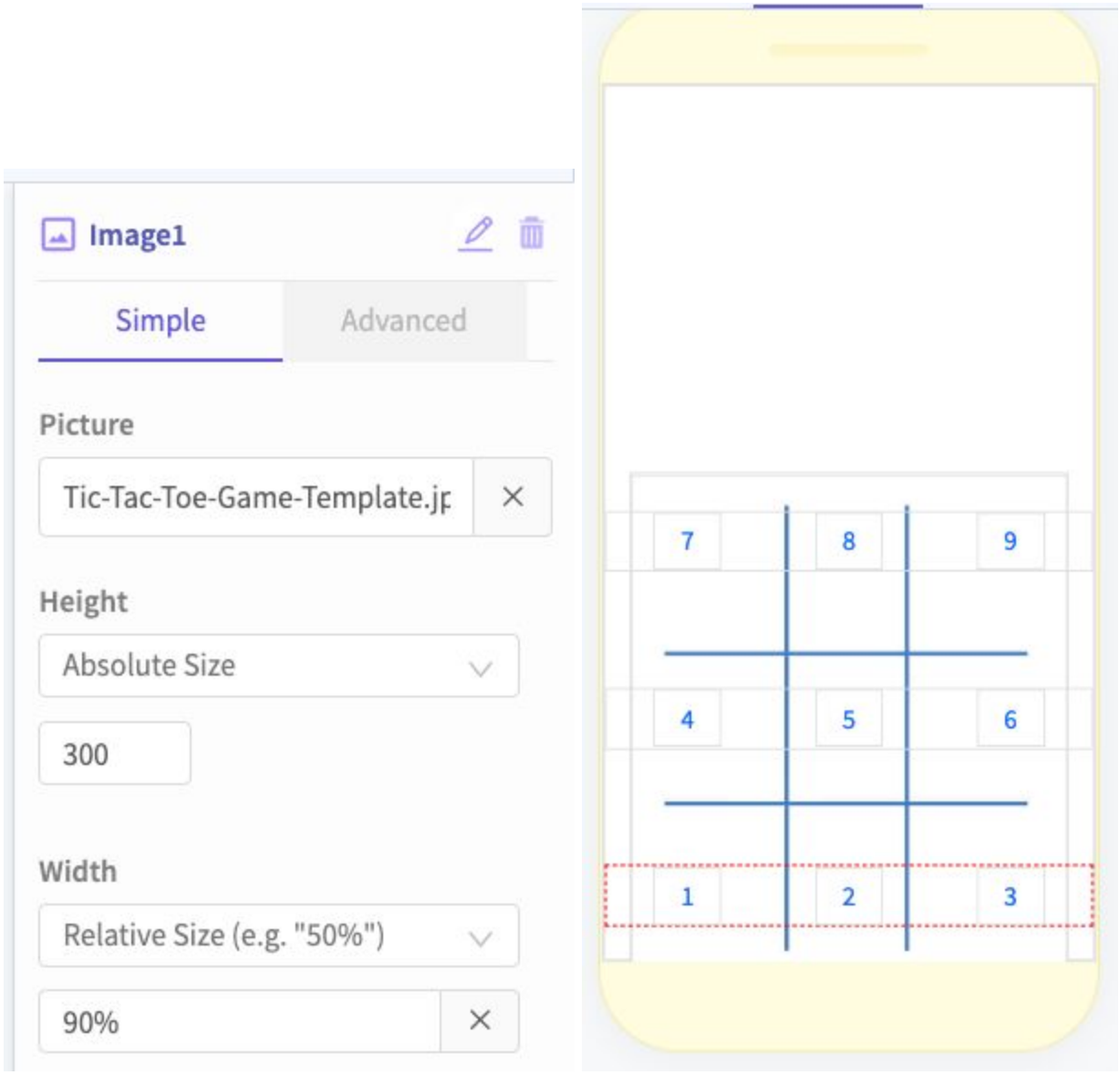
We need 9 buttons with 3 buttons in each row. Initially, all the buttons have the same text

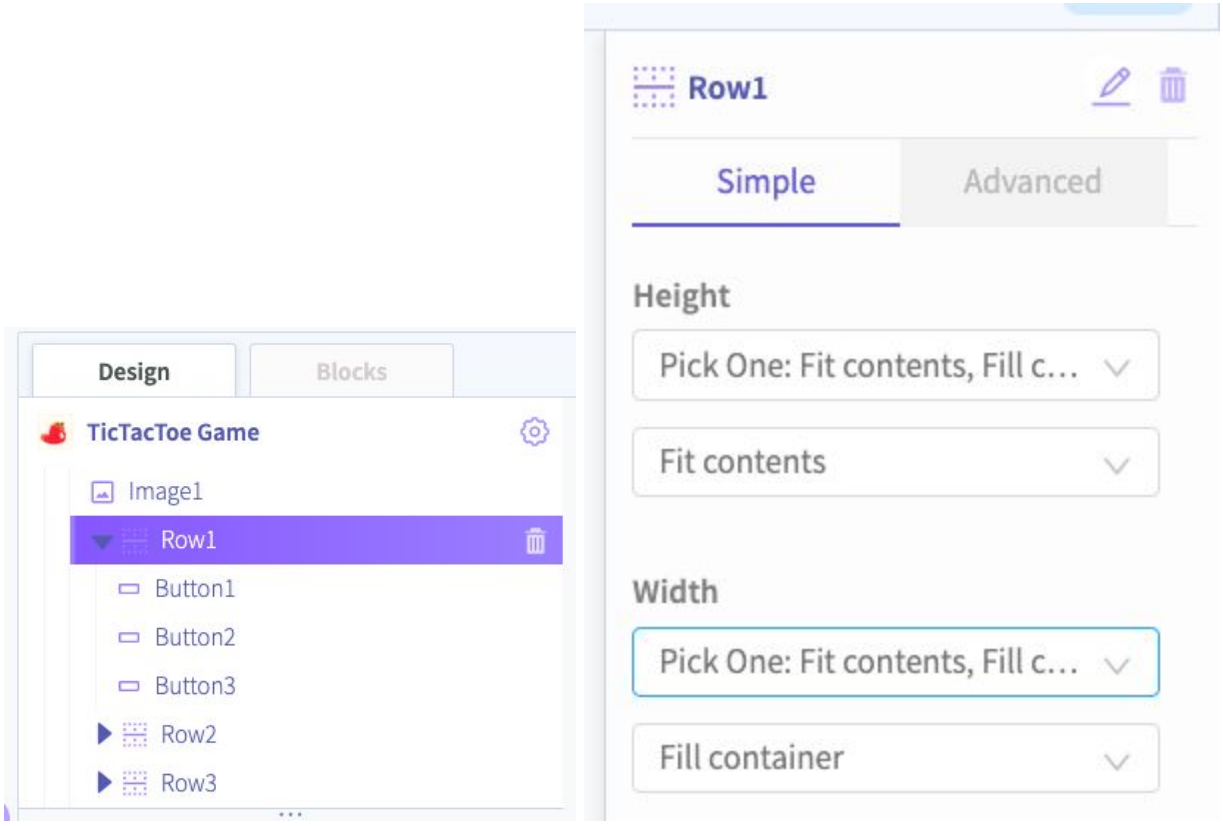
as their order Number. The properties of each component:

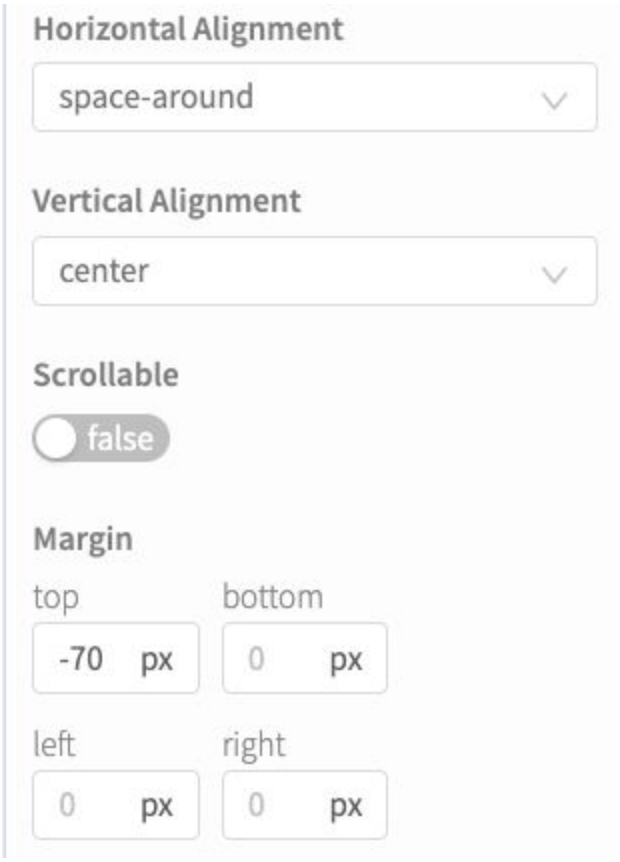


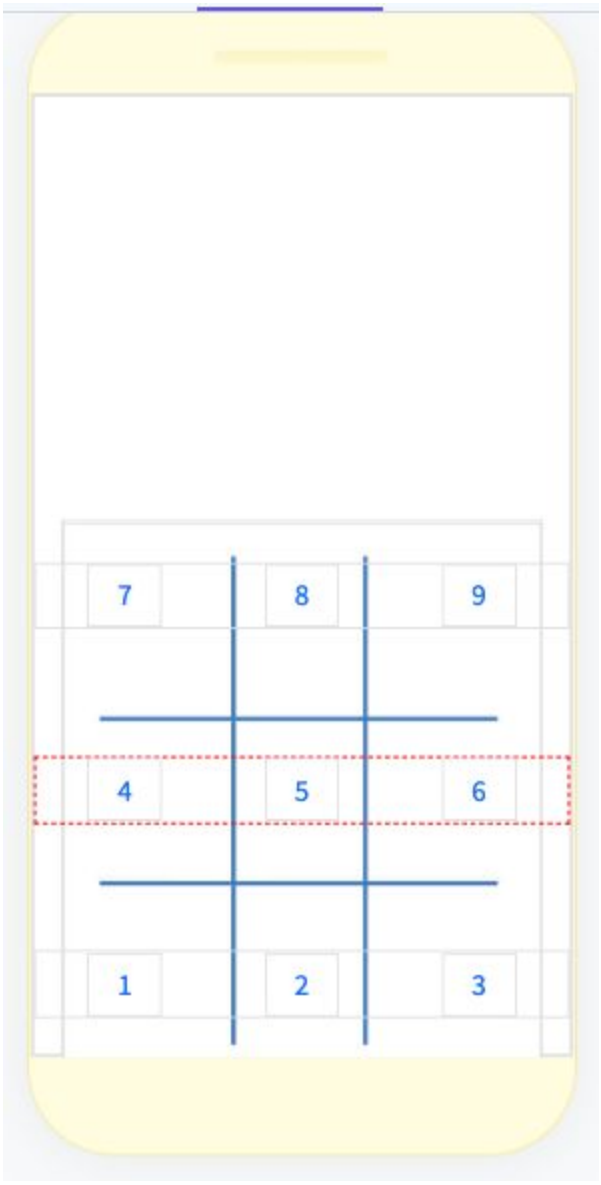


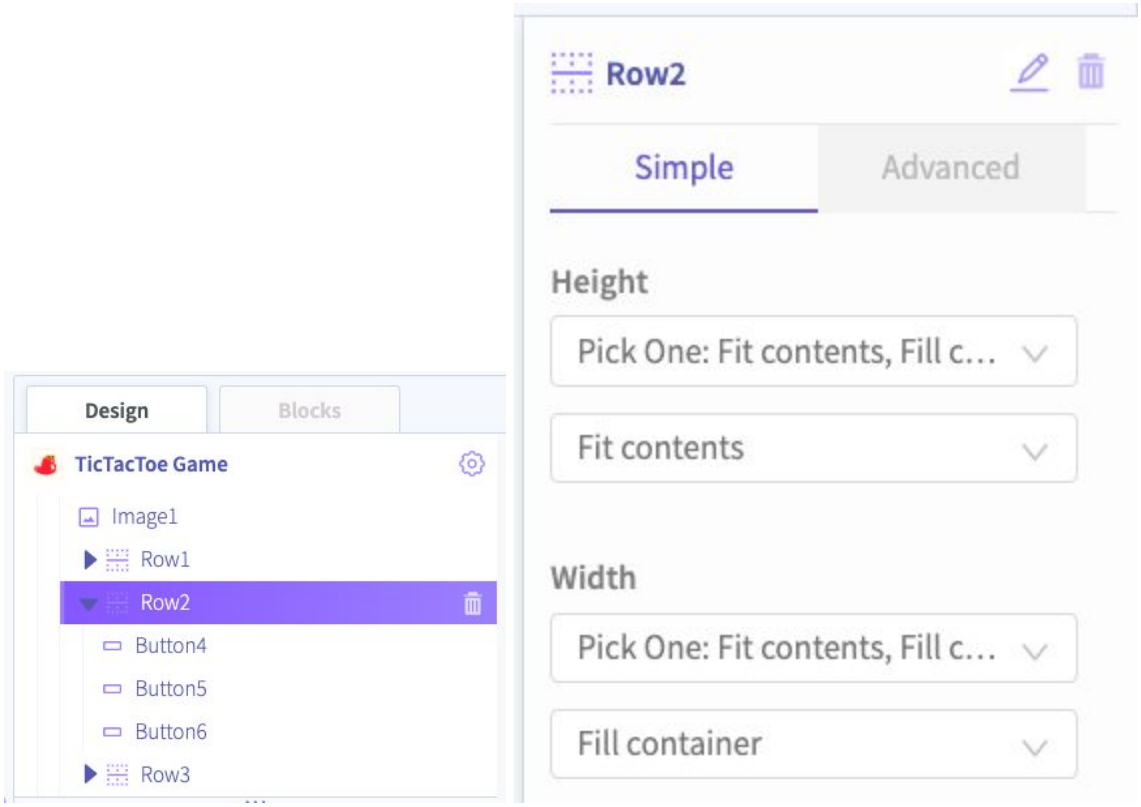
Note: Download the game template from the Internet.

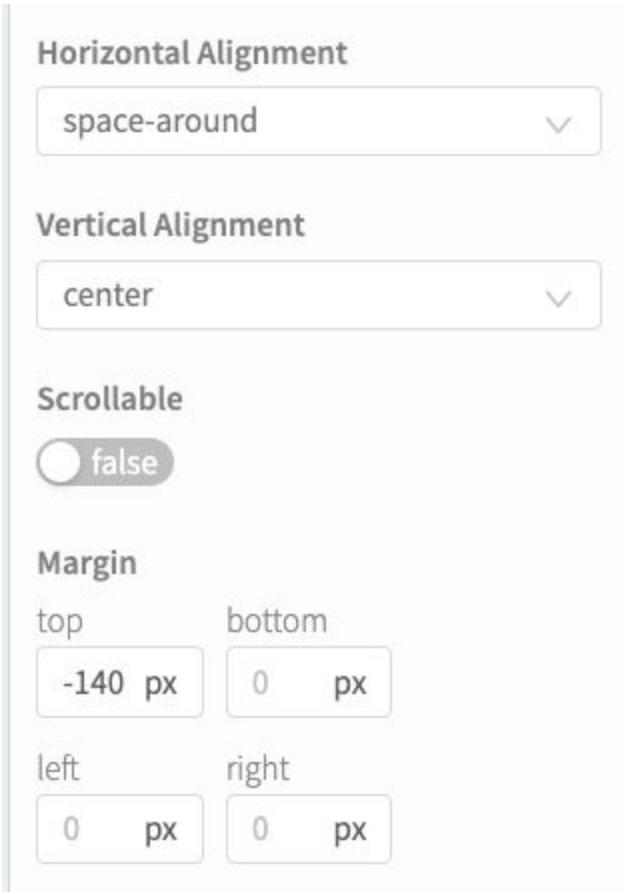


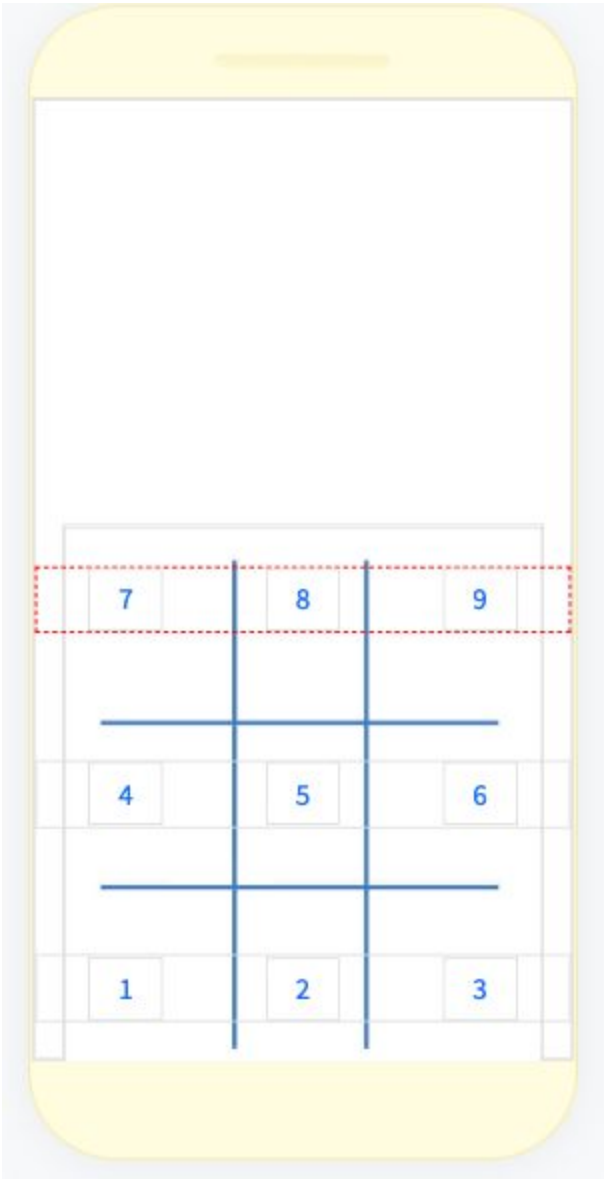


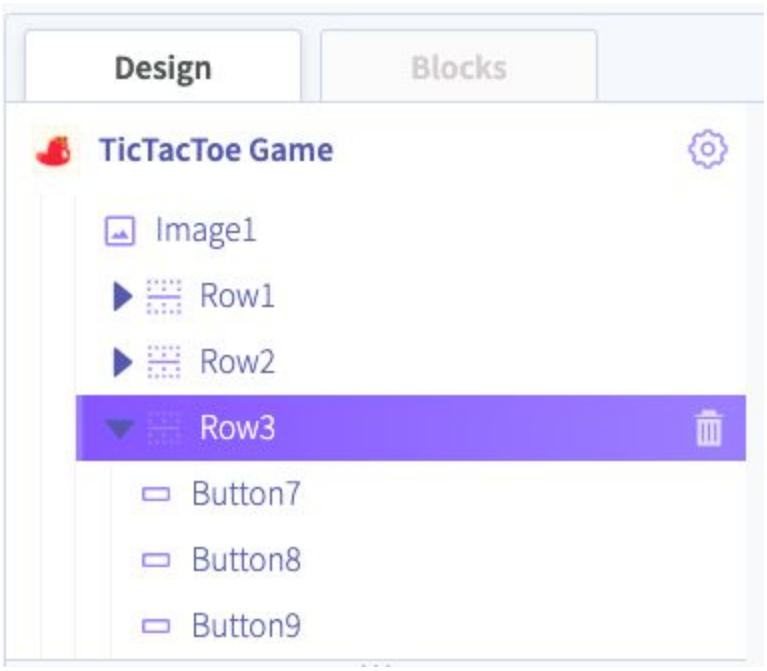


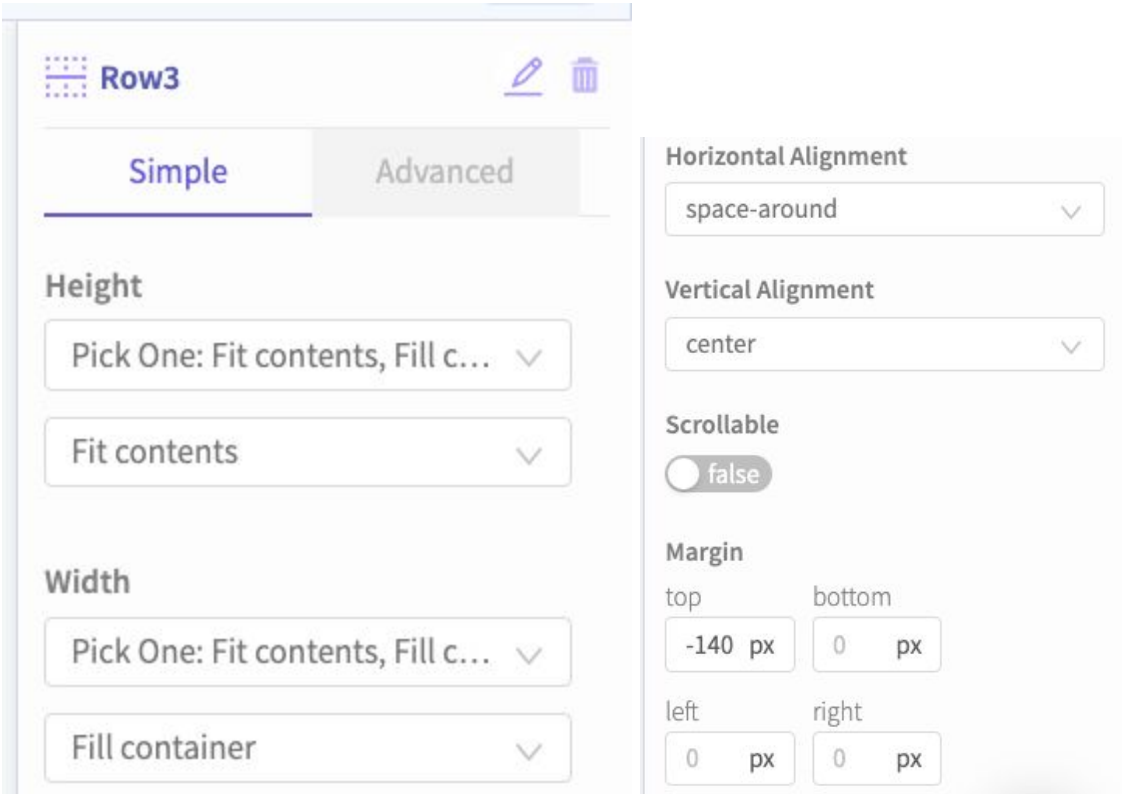






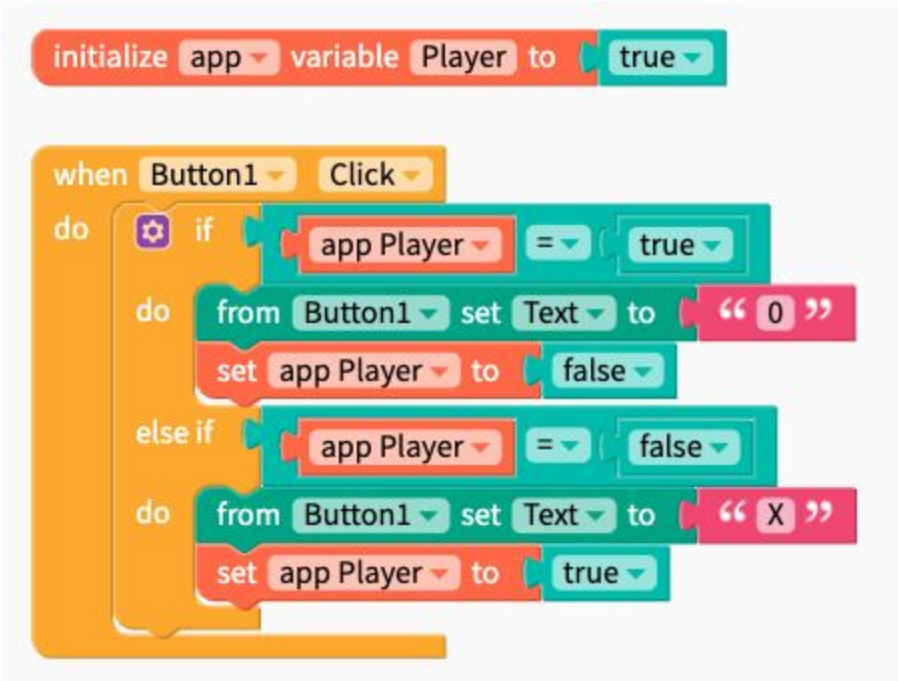






The Rows are set with negative margins. This is because we need the buttons to be overlayed on the Tic-Tac-Toe Game Template Image.

CODE -

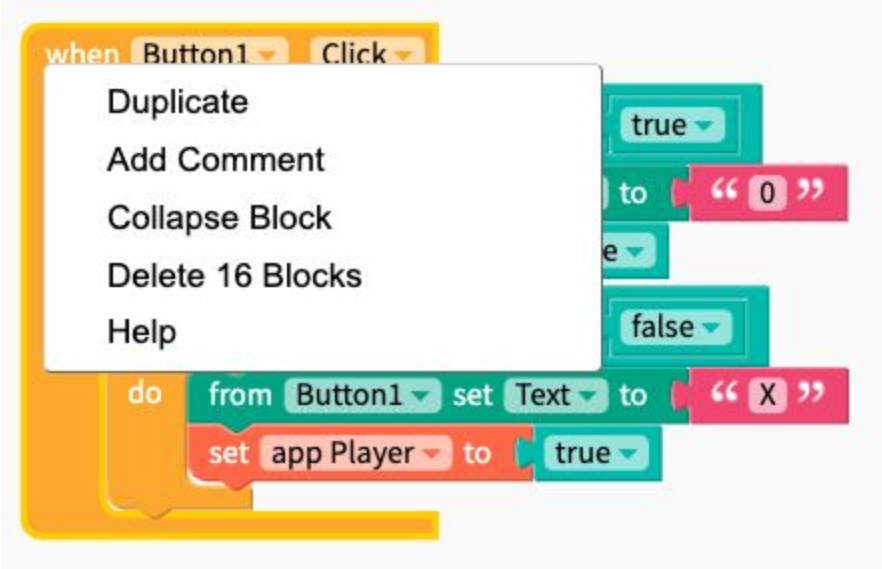


This game is played alternately by the two players.

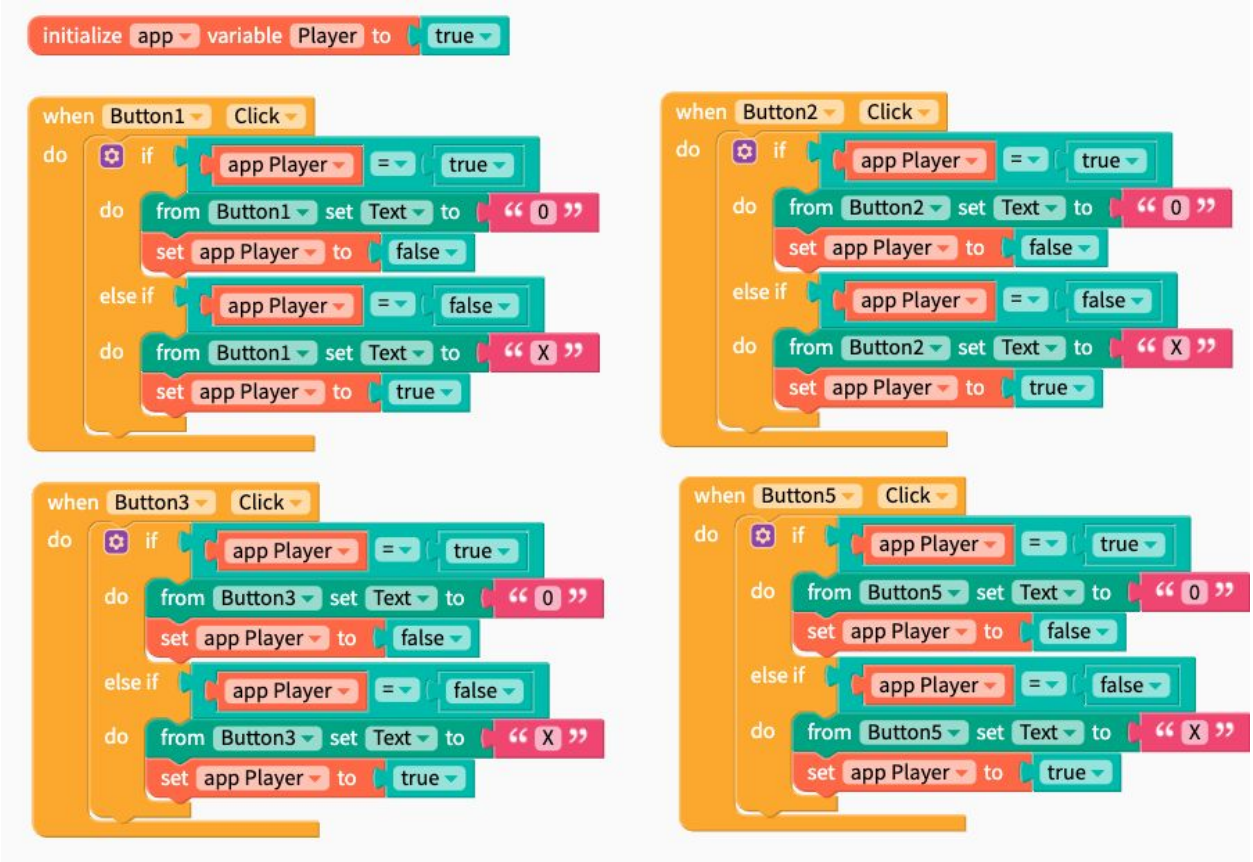
We define a variable player and set it to true since this is a two player game.
We need -
When a player clicks a button it should display 0 and
When the other player clicks another button it should display X.

For this every time a player is true, the button prints 0 and sets the player to false, so that when the next player clicks another button the app player is set to false by the first player so this time the button prints x and again the player variable is switched to true so that at next button press test displayed is 0.

Allt hee 9 buttons should have same functionality so we can use the Duplicate Block feature by right clicking on button1 code block and chaning the button number.



Complete code:



Thus, you built a native app.

What's next? :

In the next class, you will be learning to code the basic conditions and rules of this game.