

Exam Tic Tac Toe game app

The goal of this exam is to make an Android application around a Tic Tac Toe game.

In case you do not know the rules, or what it is about, feel free to have a look on Wikipedia :

<https://en.wikipedia.org/wiki/Tic-tac-toe>

Rules of engagement:

- This application name must be "Tic Tac Toe"
- It should run on Android devices, phones or tablet, running Android version 4.1 minimum
- It must be made in Kotlin language
- The app will always be used in portrait mode so no need to make landscape layouts work

Submission:

- To submit your app, create a private repository on GitHub
- Name of the repository must be **appingx2_tictactoe**
- Use the gitignore content from appendix
- Commit / push your app to the repository
- Repository readme must contain your full name
- Invite *3ieDavidMenager* as a collaborator on the project
- Limit datetime to submit is Monday Dec. the 3rd at 17h35.
- Do not wait until the last minute to push the final commit
- Make sure your application compiles!!!

The app is made of 3 screens:

1. Home screen
2. Game screen
3. Score screen

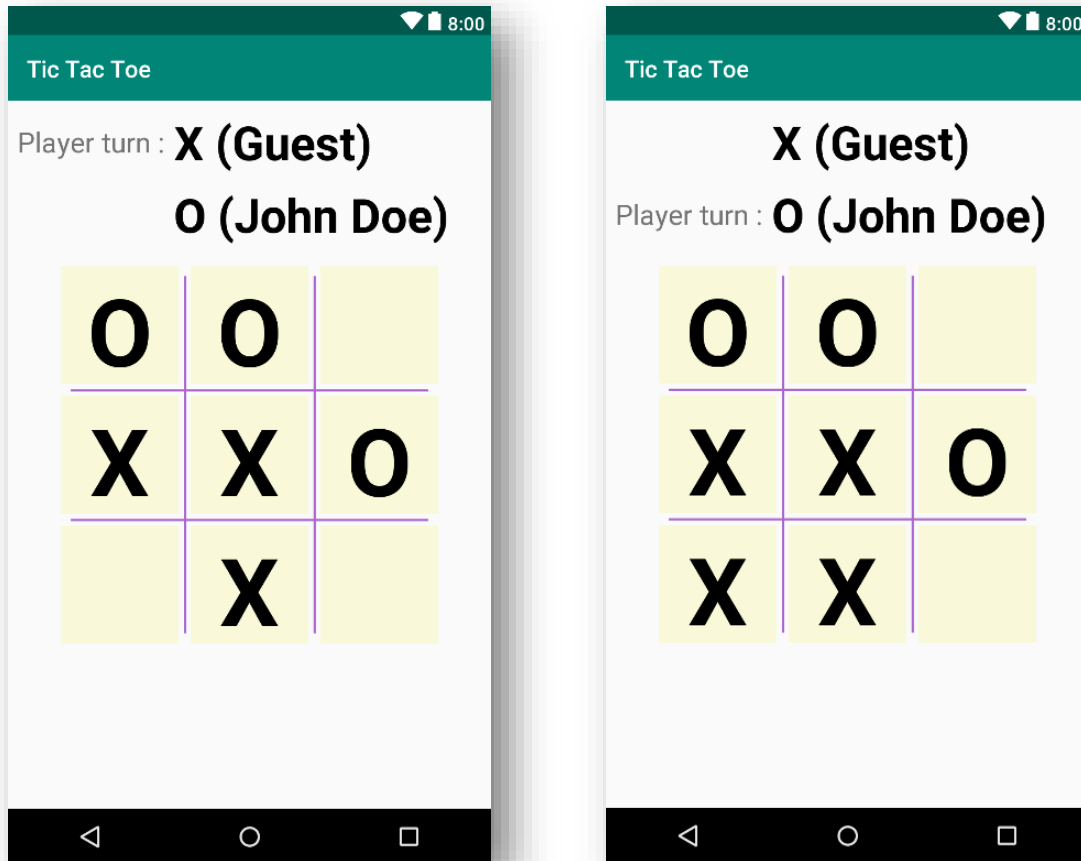
This is the starting screen of the application.



- The Tic Tac Toe title is centered in the screen
- The logo picture takes the whole height above the title
- Take credit as creator of the application 😊
Below the title, a little readme text must contain your name.
- Below the readme text, an input field enables the player to enter one's name
- Further below, the Start button leads to the Game screen
- The "Made at Epita" caption must be in the bottom right corner

Game Screen

This is the main screen of the application, the Tic Tac Toe game itself.



- The center box must be at the center of the screen
- The game is a match between the player (who set his or her name in the home screen), playing O and a guest, playing X
- Starting player is randomly chosen
- Current player is shown by the "player turn" indicator
- When the game ends, a Toast message displays the result for the player:
 - Win
 - Loose
 - Draw
- Moreover, also when the game ends, the Score Screen is automatically opened

Score Screen

Result from the game just played is inserted in a list of scores



For each score, show:

- Player name on the left
- Date on the right
- Game result in the middle is an icon:
 - Icon Thumb up means "Win" (value 3 in json)
 - Thumb down means "Loose" (value 1 in json)
 - No icon means "Draw" (value 2 in json)

Moreover, the list must also contain past results which can be fetched online at the following url:

<http://www.onzeweb.net/api/scores.json>

Appendix : gitignore content

```
#Android generated
bin
gen

#Eclipse
.project
.classpath
.settings

#IntelliJ IDEA
build/
.idea/
*.iml
*.ipr
*.iws
out

#Gradle
.gradle/

#Maven
target
release.properties
pom.xml.*
project.properties
gradle.properties

#Ant
build.xml
local.properties
proguard.cfg

#OSX
.DS_Store

#Android
*.keystore
```