Tic-Tac-Toe

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Project Duration (28-05-2020) – ()

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# Project Requirements & specifications

## Must have(s)

* Single and multiplayer option
  + Single player should be controlled from one pc.
    - Play with yourself.
  + Multiplayer should be played from two different pc’s
    - Players playing in multiplayer mode will have to wait for another player to join.
* Gameplay over the internet (possibly in a browser or with an web API)
* **A player loses the game if** the following happens:
  + If a player leaves the website (reload or closes the browser) he/she will lose the game.
  + The player did not get three in a row.
  + The game ended in a tie.
* Point system:
  + **If the game ends in a tie,** +o pointswill be given to both players.
  + **If a player wins**. +1 pointwill be given.
  + **If a player Loses**. +o pointswill be given.
* You cannot do the following.
  + Change display name while in a game.

## Nice to have(s)

* Login feature to track your game score across games.

## Rules of the game

This game is a turn-based game. This mean that after ‘player 1’ have made a move, the turn will go to ‘Player 2’.

The first player that gets three in a row (of their own symbol) wins the game/round.

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# ServerAPI

The ServerAPI is made to connect two players in a game of Tic-Tac-Toe

**Languages:** C#

**Framework:** .Net Core 3.1

**ORM** *(object-relational mapper)***:**  ASP .NET Core Web Application

**NuGet packages:**

|  |  |  |
| --- | --- | --- |
|  |  | Version |
|  |  | Version |

# Tic-Tac-Toe

‘Tic-Tac-Toe’ is a webpage build to run the game Tic-Tac-Toe

**Languages:** C#

**Framework:** .Net Core 3.1

**ORM** *(object-relational mapper)***:**  WPF

**NuGet packages:**

|  |  |  |
| --- | --- | --- |
|  |  | Version |
|  |  | Version |

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# Time spent

* **28/05/2020 - 31/05/2020** - approximately (9 hours and 30 minutes)total
  + Planning,
    - Setting up my documentation structure
    - Planning how I will build the program and what to build it with.
  + Building diagrams
    - Mock-up image
    - Flowchart
    - Class Diagram

All diagrams were made using draw.io: <https://www.draw.io/>

* **31/05/2020** - approximately (33 minutes) total
  + Creating the project types that was planed in the previous step
  + Setting up a GitHub Repository so the project uses version control.
  + Setting up the Project environments
* **31/05/2020 – 01/06/2020** - approximately (8 hour 30 minutes) total
  + Reading Up on some of the WPF functions
  + Making a basic UI
  + Wrote further documentation as a went.
  + Updating my Class Diagram
  + Working on the Single player mode
* **02/06/2020** – approximately (14 hours 30 minutes) total
  + Re-structuring the game application
  + Separating single player and multi-player into separate windows.
  + Building an application launcher. For the single-player and multi-player windows.
  + Making a dynamic ‘gameLogic’ Class that can be used in both   
    a single player and multi-player game.
* **03/06/2020** - approximately () total.
  + Updating Div. parts of documentation for the project.
  + Finished the Single-player Mode with a piece-by-piece reusable structure.
  + Reading up on what ‘web sockets’ are and how to use them.
* **04/06/2020** - approximately () total.

# References and tools used

## Tools

* Draw.io – Used for making all my diagrams.   
  <https://www.draw.io/>
* Visual Studio 2019 – Used for making the whole project   
  <https://visualstudio.microsoft.com/vs/>
* Google Translate – Used for correcting most of my spelling errors  
  <https://translate.google.dk/?hl=da&tab=TT>

## References

Inspirational YouTube Videos:

* <https://www.youtube.com/watch?v=_OUs2kuI_Yo>
* <https://www.youtube.com/watch?v=yq0dSkA1vpM>
* <https://www.youtube.com/watch?v=7CkSJyZb6H0>
* <https://www.youtube.com/watch?v=mnTyiUAHuVk>
* <https://www.youtube.com/watch?v=sYKrMPhl59A>
* <https://www.youtube.com/watch?v=STuWW6pksXs>
* <https://www.youtube.com/watch?v=MiafbSe0Z5Q>
* <https://www.youtube.com/watch?v=KxdOOk6d_I0>
* <https://www.youtube.com/watch?v=2Nt-ZrNP22A>
* <https://www.youtube.com/watch?v=i5OVcTdt_OU>
* <https://www.youtube.com/watch?v=FYLMxrN5c6g>
* <https://www.youtube.com/watch?v=ycVgXe6v1VQ>

Inspirational Websites:

* <https://developer.okta.com/blog/2019/11/21/csharp-websockets-tutorial>

Inspirational Code:

* <https://www.codeproject.com/Tips/1235350/Switch-Type-WPF-ToggleButton-RadioButton-On-Off-Co>
* <https://www.youtube.com/watch?v=mnTyiUAHuVk>
* <https://stackoverflow.com/questions/11133947/how-do-i-open-a-second-window-from-the-first-window-in-wpf>
* <https://www.codeproject.com/Questions/80280/Show-Hide-the-Main-window>
* <https://stackoverflow.com/questions/1195554/how-can-i-remove-the-border-of-a-wpf-window-when-using-luna-or-classic>
* <https://stackoverflow.com/questions/7417739/make-wpf-window-draggable-no-matter-what-element-is-clicked>
* <https://www.youtube.com/watch?v=FYLMxrN5c6g>

Others code I have used I my project:

* **Creator:** AngelSix.   
  **Note:** I have used his basic game structure and a few of his lines of code in the WPF Backend.  
  **Link:** <https://www.youtube.com/watch?v=mnTyiUAHuVk&t=1053s>
* **Creater:** RezKey   
  **Note:** I have used this code to get a general understanding of what ‘web sockets’ are.  
   Some of his code can be found in my server/client setup.   
  **Link:** <https://www.youtube.com/watch?v=KxdOOk6d_I0>
* **Creator:** TokyoMike and UuDdLrLrSs  
  **Note:** I used this code concept to navigate between windows in my WPF aplication  
  **Link:** <https://stackoverflow.com/a/11134367>
* **Creator:** Vineeth P Joseph  
  **Note:** I used this code concept to close the main window in my WPF application   
  **Link:** <https://www.codeproject.com/Questions/80280/Show-Hide-the-Main-window>
* **Creator:** Rachel  
  **Note:** I have used this code to make my WPF application windows draggable   
   from anywhere in a window  
  **Link:** <https://stackoverflow.com/a/7418629>
* **Creator:** Benny Jørgensen  
  **Note:** I have used parts of his code to make my WebSocket connections.   
   In my test environment.  
  **Link:** <https://www.youtube.com/watch?v=FYLMxrN5c6g>

Others design (UI) that I have used:

* <https://www.youtube.com/watch?v=MiafbSe0Z5Q&list=PLG2wob7K3fpcGzyJZPqyH2W9zDFBHuadI&index=12&t=6s> (No code was taken from this project, just the UI design idea)

Brainstorming my ideas with: (No code nor help was given by these people.)

* Emil Raj Schmidt - [emil4746@elevcampus.dk](mailto:emil4746@elevcampus.dk)
* Jens Nissen - [jens047d@elevcampus.dk](mailto:jens047d@elevcampus.dk)

Project Help:

* Tommaso Briguglio - [tomm5517@elevcampus.dk](mailto:tomm5517@elevcampus.dk)   
  Helped out with quickly setting up a windows server in my home.  
    
  All help included of:   
  1. Transforming and transporting an older pc to my home.  
  2. Setting the pc up as a windows server (With a UI)  
  3. NAT & PORT forwarding on my home network.

### What was challenging in this project?

* **Design and backend functionality compatibility.**   
  *How the UI should work with both single and multiplayer mode.*
* **Communication between players and server.**   
  *Using weskits*
* **The deadline**   
  *Too little time to work with many peevishly unknown concepts.   
  Like websokets, multiplayer and games in general.*

# Installation Guide

## How to install and set up the Tic-Tac-Toe Application.

### Disclaimer:

**This application is made in WPF .Net Core *and works on Windows systems only.***

The minimum system requirements for this application is:

* Windows 10   
  *or any windows system that sports and have .NET Core 3.1 and .NET Framework 4.7*
* A stable internet connection.

### Installation

1. Unzip the file called Student\_Asignment\_Intro\_2020.zip.
2. Open the folder Student\_Asignment\_Intro\_2020
3. DoubleClick on the Tic-Tac-Toe.exe and follow the onscreen guide.
4. You can decide for yourself where you want to install the program. But by default, it will be installed here:   
     
   *C:\Program Files\tictactoe\Tic-Tac-Toe.exe*
5. Now simply go to the given location above and start the game… Have Fun.