

Assignment 7 Project proposal

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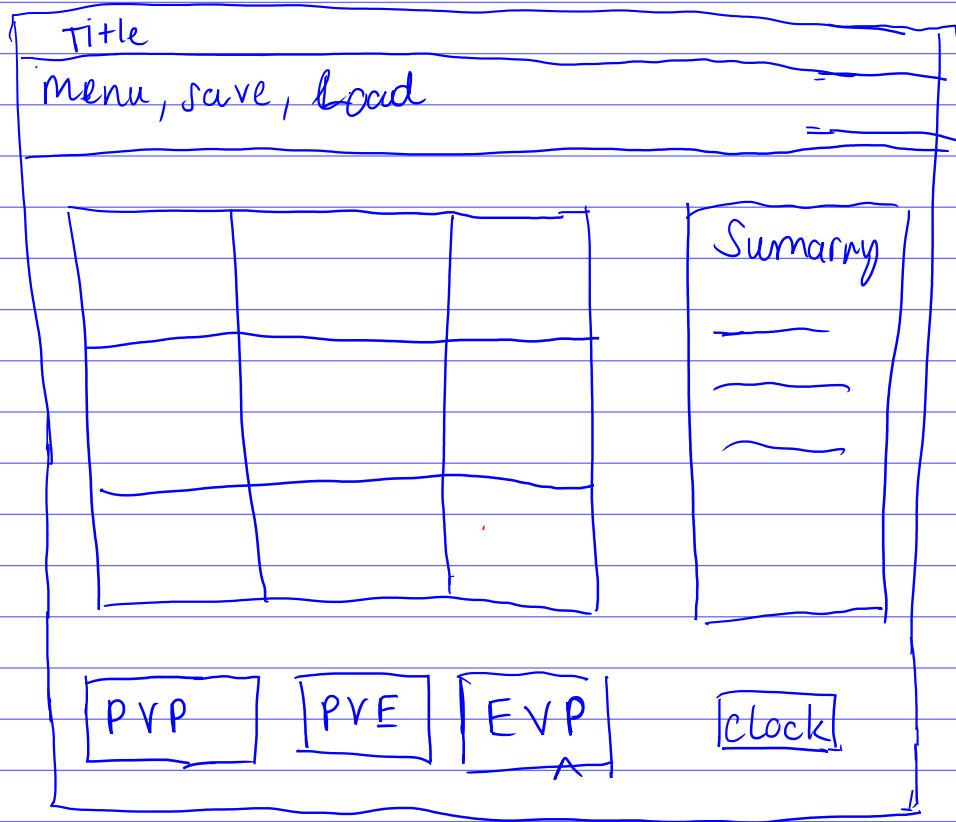
Introduction

This project will be a WPF .NET 6 game called "Tic-Tac-Toe"

Features (expected)

- * Game :
 - 3 x 3 grid (easier to design)
 - X , O (marker)
 - Winner decision (win/lose/draw)
 - Computer (random)
 - P v P (local) , P v E (local)
- * Match history :
 - File-based txt match history (Probably not)
 - Auto discard invalid lines
 - View after game (
- * Constraints
 - Fully logged data but mostly useless
 - Only 3 x 3
 - X always goes first, no matter what
 - Data file is big.

Design



Match history: logging move sequence like chess:...

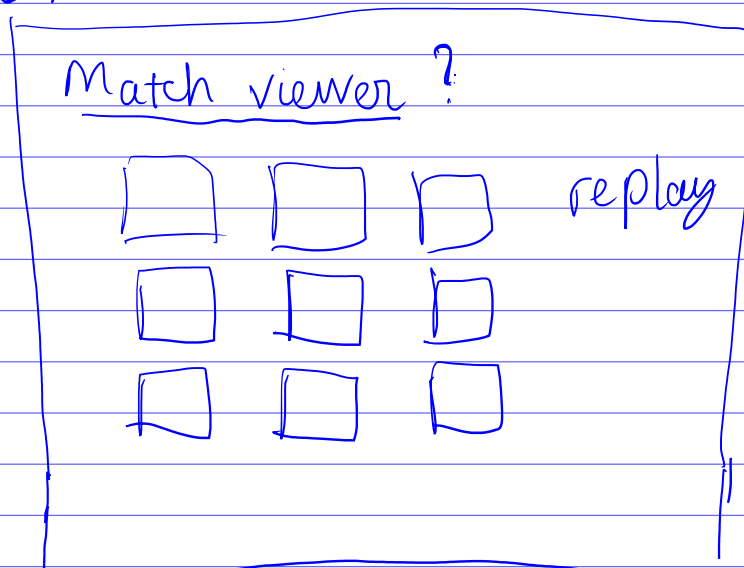
Move format: sym - row - column
"x - 0 - 1"

Possible extensions: • $n \times n$ matrices

• gomoku / caro compatible

• Designed with extensions in mind.

Probably not now.



Planning : (expected)

30/4: project started → working phase
4/5: submitting PDF

18/5: Testing phase

31/5: submission

