

Multiplayer Game – Outline Document

Our game is a classic paper-pencil game, but this time made in Unity, our game is Tic – Tac – Toe. The rules of the game remain the same as the classic game, one player is the “X” and the other player is the “O” the winner is the one who place three of their marks in a horizontal, vertical or diagonal row. In the case that both players failed to win it will be considered a tie or “Cat”.

Game features/Gameplay:

The game will provide visual indications of whose turn is, each player will be able to select if they want to be the “X” or the “O”, the game will keep track of how many wins each player has, there will be two options in the game that allows to do a rematch or a full restart of the game also in case of a tie a “C” will appear indicating that is a “Cat”.

Multiplayer Aspect:

This game has the potential to be a turn-based multiplayer game, allowing both players to have the same gameplay mentioned before in a online aspect.

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