

ii) Tic - Tac - Toe

Object

i) Piece \Rightarrow 'X', 'O', '\u221f', '\u2219'

ii) Board \Rightarrow $N \times M$

iii) Player \Rightarrow

Requirement

i) A Board of $N \times M$ Size, but allow Customization to any $N \times M$ Size grid.

ii) Pieces should be there to play & should be extendable

iii) 2 Player, should be there to play. Alternatively, & extendable to Support multiplayer

iv) Mech. to determine winner, where, Either one player wins, by forming combination, or game result in draw, when no more combination are present.

UML Diagram

