

**NATIONAL INSTITUTE OF TECHNOLOGY KARNATAKA,
SURATHKAL.**



DEPARTMENT: - INFORMATION TECHNOLOGY

IT351: - Human Computer Interaction

Assignment - 6

NAME : RAKSHIT KULKARNI

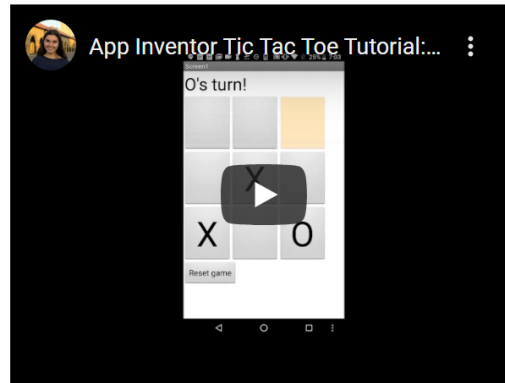
REG.NO : 191IT245

LAB ASSIGNMENT-6

Lab Exercise: Tic Tac Toe game

1. Use MIT app inventor <http://appinventor.mit.edu/>

2. Tutorial:



3. Design should be unique in terms of colour, size, layout, actions.

4. You can add additional features to it other than playing the game(Voice input, Scoring system, creating team, creating league with the team to make interesting)

5. Marks will be shared between the students if the design is the same or copied. There should be something differentiable in every submission.

Evaluation based on

1. Completeness: It should be working app 30%
2. Design: colour, look and feel, size, layout 30%
3. Features: Additional features implemented. 30%
4. Report: One to two page report about the features added. 10%

Submission: apk, screenshot of the app, demo video(Screen recorded) of your product and features.

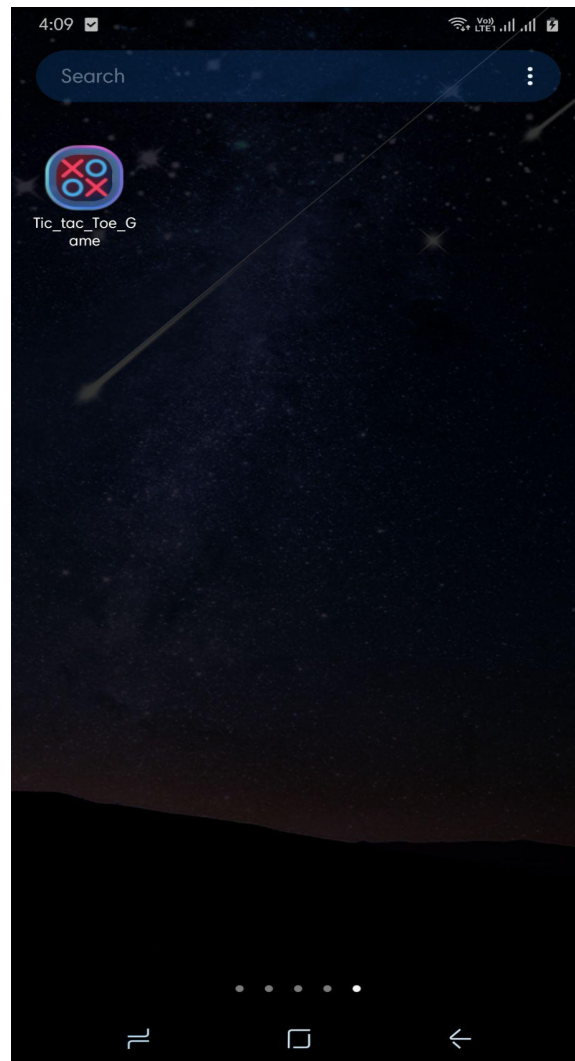
Platform Used : [MIT APP INVENTOR](https://appinventor.mit.edu/).

App Name : Tic_tac_Toe_Game. (Scan the below barcode to download apk file)

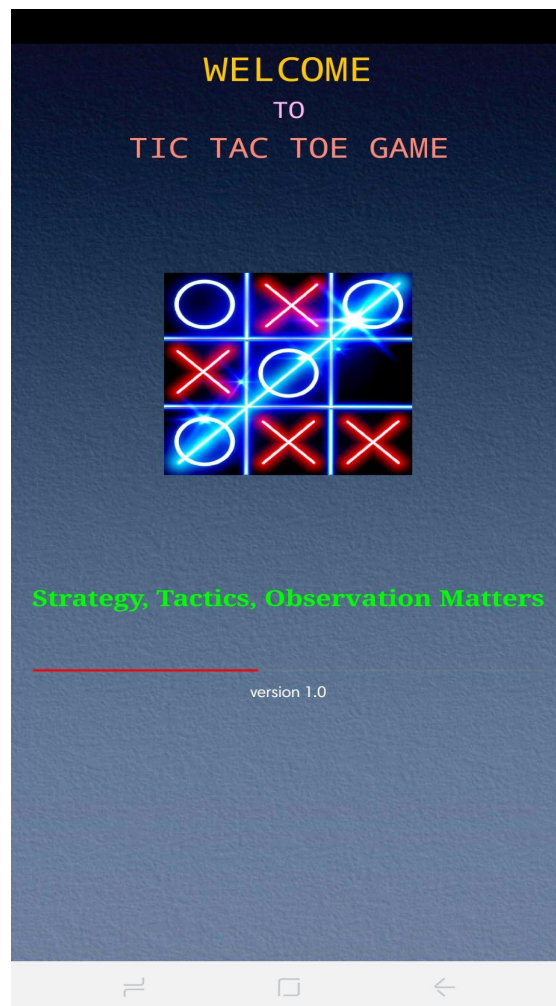


Features :-

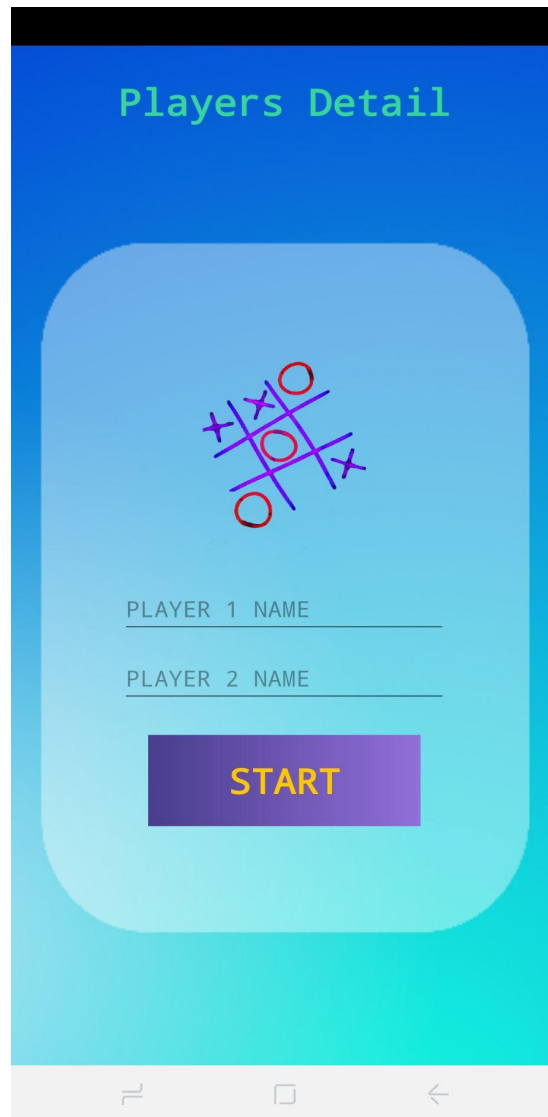
1. **App Icon** : Added an app icon to the application.



- 2. Splash Screen (Screen 1) :** Splash screen with progress bar one can see that in red colour has been added. After 4 to 5 seconds the screen 1 will be redirected to screen 2.



3. Players Details (Screen 2) : This screen contains two input boxes, the first input box is used to store first player name and second input box to store second player name. After entering the name anyone among them can click on the **START** button to start the game. If player don't want to enter the name then he can just click on the **START** button in this case the first player name by default is **Player1** and second player name **Player2**.



Players Detail

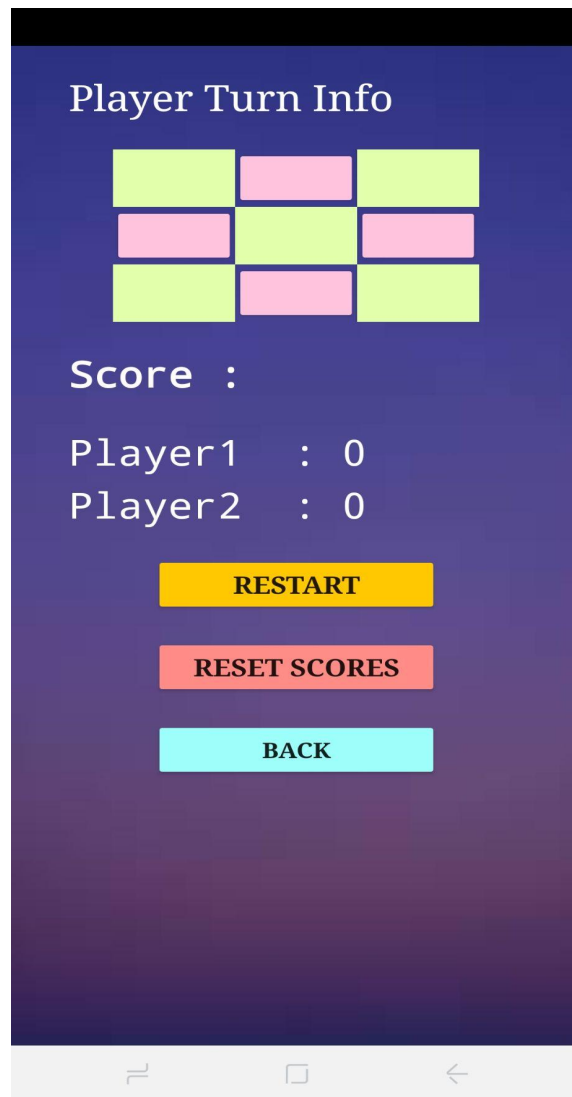
PLAYER 1 NAME

PLAYER 2 NAME

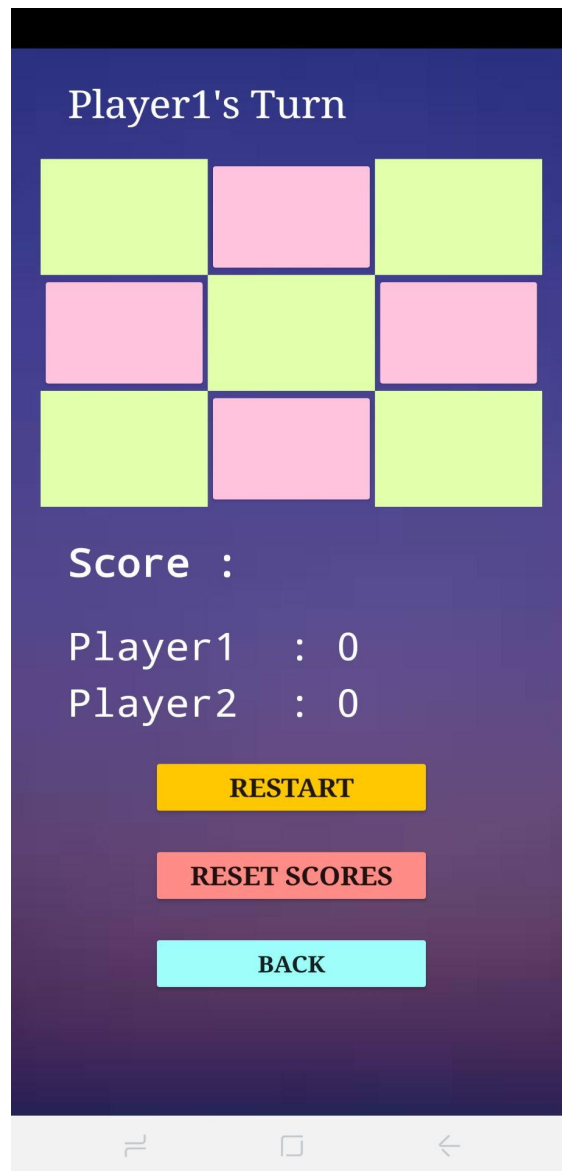
START

- 4. Game Interface (Screen 3) :** Screen 3 Initialization has some features that players can hear the game starting sound once the sound playing is stopped you can see the screen 3 with a beautiful interface.

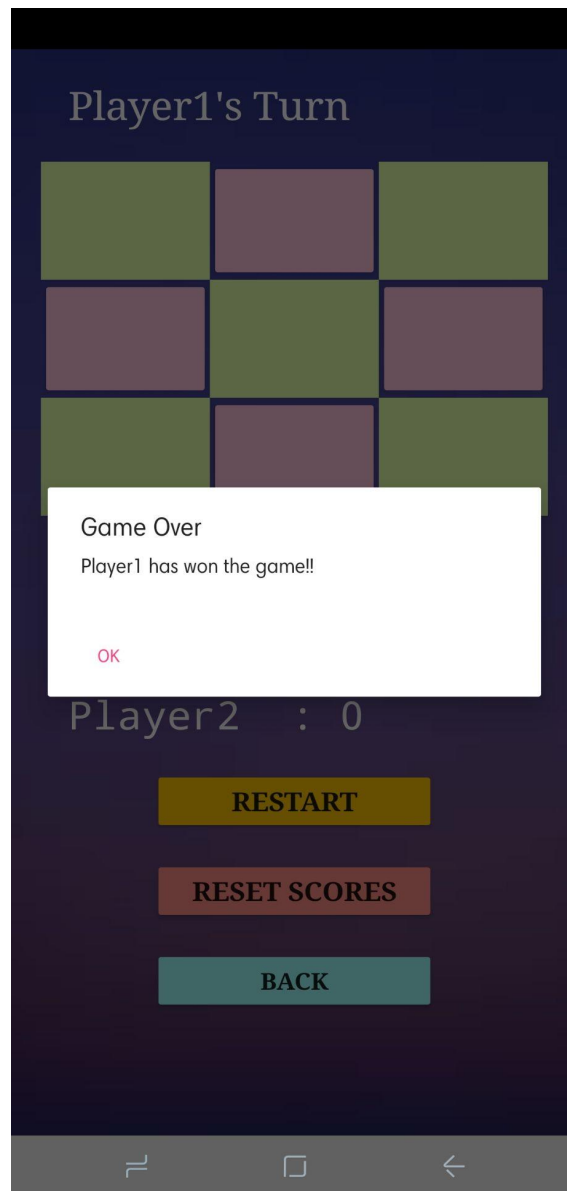
While Playing Sound :



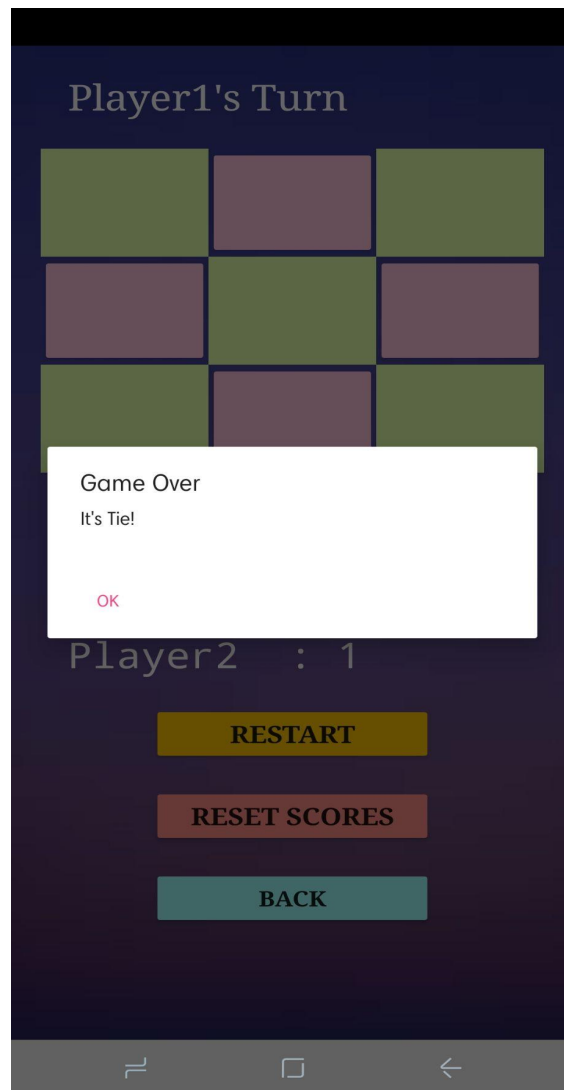
After Completion Of Sound :



Player1 (Player Name 1) has to start the game once a player1 clicks on any of the box out of 9 which is 3x3 the **X** symbol will be displayed on that box. Next turn will be of Player2 (Player Name 2) once player2 clicks on the box rather than previously selected box by player1 the **O** symbol will be displayed on that box. And the game continuous. Once the player1/player2 arranges three **X**'s or **O**'s consecutive in row/column/diagonal then that player will win the game. Players will be notified that Game is Over with winning player name. Parallely winning player score will be increased by 1. Players can hear background music while playing.



If the game is Tie :



BUTTONS FUNCTIONALITY :

- **RESTART** : This button is used to clear the **X's** and **O's** from 3x3 shaped boxes. But the score will not reset to 0.
- **RESET SCORES** : This button is used to reset the scores to 0 of both the players.
- **BACK** : This button is used to go back to screen 2 where players can enter their names.

ADDITIONAL FEATURES :

- ❖ Added App Icon.
- ❖ Added Splash Screen.
- ❖ Added Background Images.
- ❖ Used Different Fonts.
- ❖ Added Game Starting Sound.
- ❖ Background Music Will Be Played While Playing The Game.
- ❖ Added Game Over/Tie Sound.
- ❖ Asked Players To Create A Team (One Member Per Team).
- ❖ Added Scoring System.
- ❖ Added Buttons To Restart The Game / Reset The Scores / Go Back To The Previous Screen.