

⇒ Overview.

- We know about the system.
- We don't know about the system.

X	O	X
O	X	
X		O

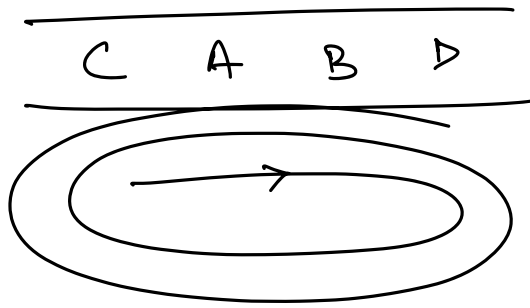
Tic Tac Toe (Zero Kasta).

Requirements Gathering.
→ Visualization
→ See the system from outside to inside.

1. Size of the board can be $n \times n$.
2. NO. of players = $n-1$. Each player will have its own symbol.
3. Player should be able to choose the symbol at the start of the game & no 2 players should have the same symbol.
4. We'll have a list of players. Initially we'll randomise the list for player turns.

A	B	C	D
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↓ randomise



5. Will we have the bot in the system.

⇒ Yes.

Only 1 bot per game.

6. Bot will have difficulty levels
(EASY / MEDIUM / HARD).

⇒ Timer b/w the moves.

⇒ Score / Leaderboard / Tournaments.

⇒ Pause / Resume / Quit.

7. Multiple ways of winning the game.

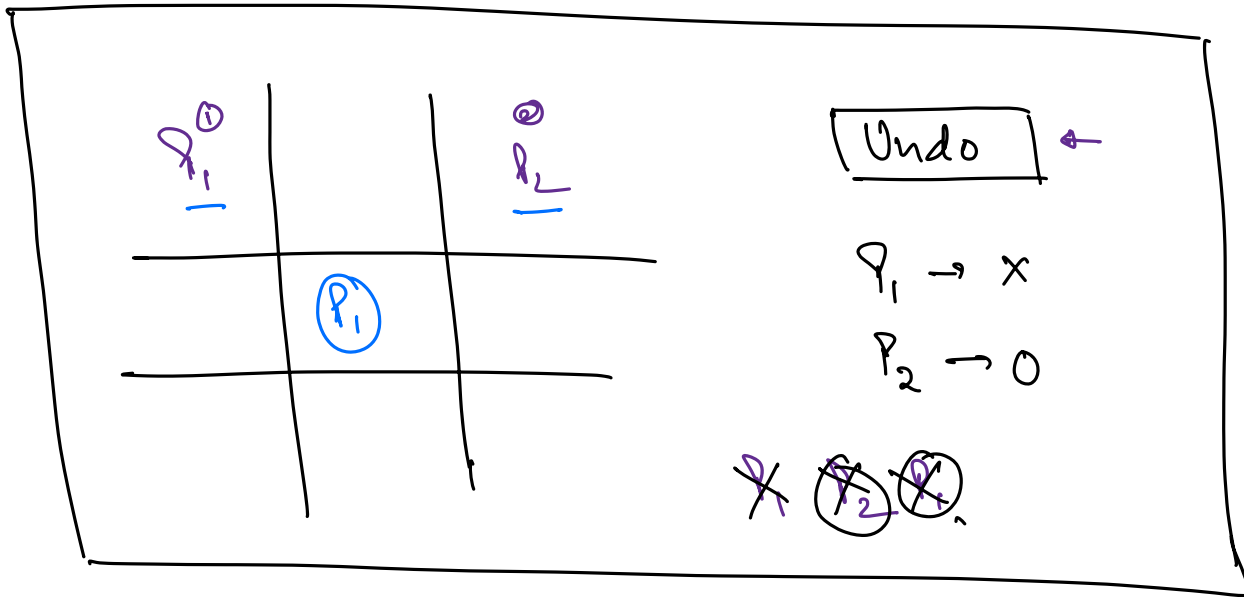
Row
Column.
Diagonal.

Blocked Cell.

8. Undo.

→ Undo the latest move in the game.

⇒



⇒ We can ^{do} more than one UNDO operations consecutively.

Any game

→ Size of board.

→ Players

→ Bots

→ Bots difficulty levels.

→ Undo.

→ how game will start?

→ Order of players.

→ winning

Clarify Requirements.

→ Winning

→ Order of moves.

→ How many MAX Undo operations we can do consecutively.

→ Max size of the board.

8:40 Am.