

CIS*3760 Assignment 1

Due: Friday, Jan 18, 2013

Write a 2-player interactive tic-tac-toe program. This tic-tac-toe game should allow two human players to compete on different computers. Players take turns and make alternative moves in a 3x3 grid. Unmarked squares should be white. The ones marked by players should be yellow and blue. Squares can be marked by clicking on it. The player who first makes three consecutive marks on the square in a row, column or diagonal will be the winner. As soon as there is a winner, a message should show to congratulate the winner and terminate the game. If all the squares are filled up and there are no three consecutive marks on a straight line, the game is over without a winner.

Submission guideline and requirements:

- You must submit any relevant files needed to compile and run your program. Also include a README file (in PDF format) name **"README.pdf"**, which describes how to execute it, what functionality works, which requirements have not been implemented, and any known bugs.
- Javadoc documentation should also be submitted in HTML format in a **"docs/"** directory.
- The program should be submitted in a JAR file named: **"CIS3760_TicTacToe.jar"**. If we cannot find this file, your assignment will not be marked.
- Use **"ant"** as a build tool, instead of **"make"**.
- Submit your assignment via SVN. If you do not have an account, create a ticket via <https://help.socs.uoguelph.ca/> and an account will be created for you. Use the tag **"cis3760-a1"**

Grading

Grading scheme is as following:

- 60% correct functionality
- 20% documentation
- 10% readme file
- 10% creativity (TA's discretion)