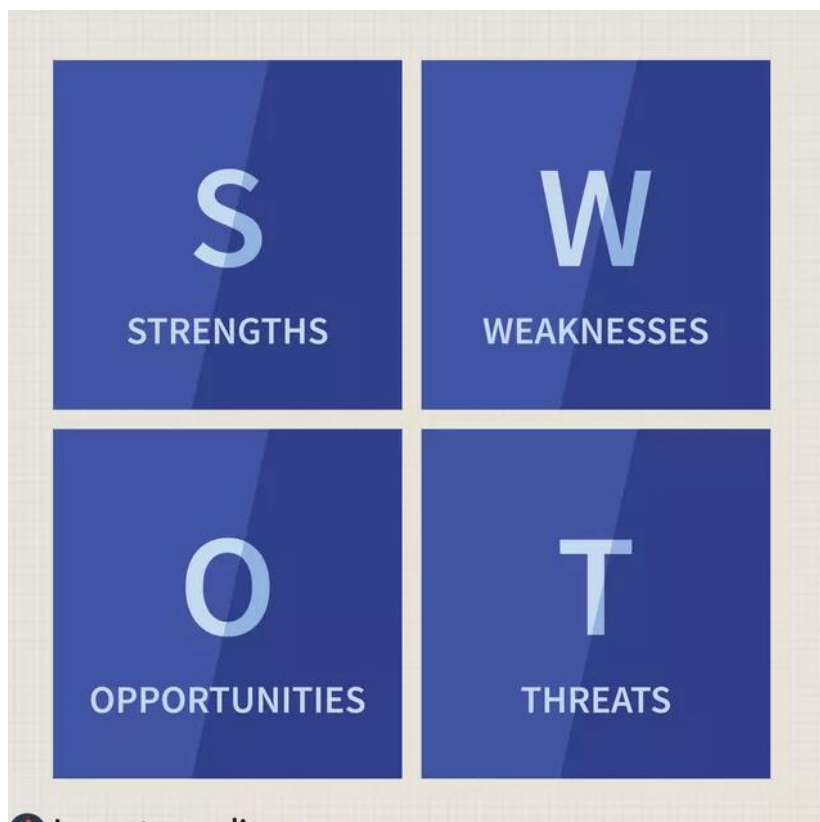


## Introduction:

The Tic tac toe game is a two person game with coordinates (x,o). First person goes with “x” and the second one with “o”, As game was 3x3 square box game. If all the three coordinates are filled with same number then that person wins or else game will draw.

## SWOT Analysis:



4w's and 1h:

Why:

1. This game is all about fun and entertainment
2. This game will be liked for all kind of ages

What:

1. This game used as pedagogical tool for teaching concepts of good sportsmanship
2. It is also branch of artificial intelligence

When:

1. When people are bored then will open the game

Where:

1. This gaming application can be get all over the world in any pc's or mobiles.

How:

1. User can use this game to entertain themselves in their free time.

Requirements:

## High-level Requirements

ID	Description	Category	Status
HL_01	User able to play Tictactoe game	Technical	Implemented
HL_02	Users can have (X) and (O)	Technical	Implemented

## Low-level Requirements

ID	Description	HLR_ID	Status(Implemented)
LR_01	There shall be a 3x3 square box for tictactoe game	HL_01	Implemented
LR_02	There will be two players for game	HL_02	Implemented
LR_03	First player called as "X" and Second player called as "O"	HL_03	Implemented
LR_04	Both the players play one after other in the board	HL_01	Implemented
LR_05	After every move board will get updated	HL_01	Implemented
LR_06	If the place is occupied it will ask to enter again	HL_01	Implemented
LR_07	At the end of the game it will print the player name	HL_01	Implemented

Test Plan:

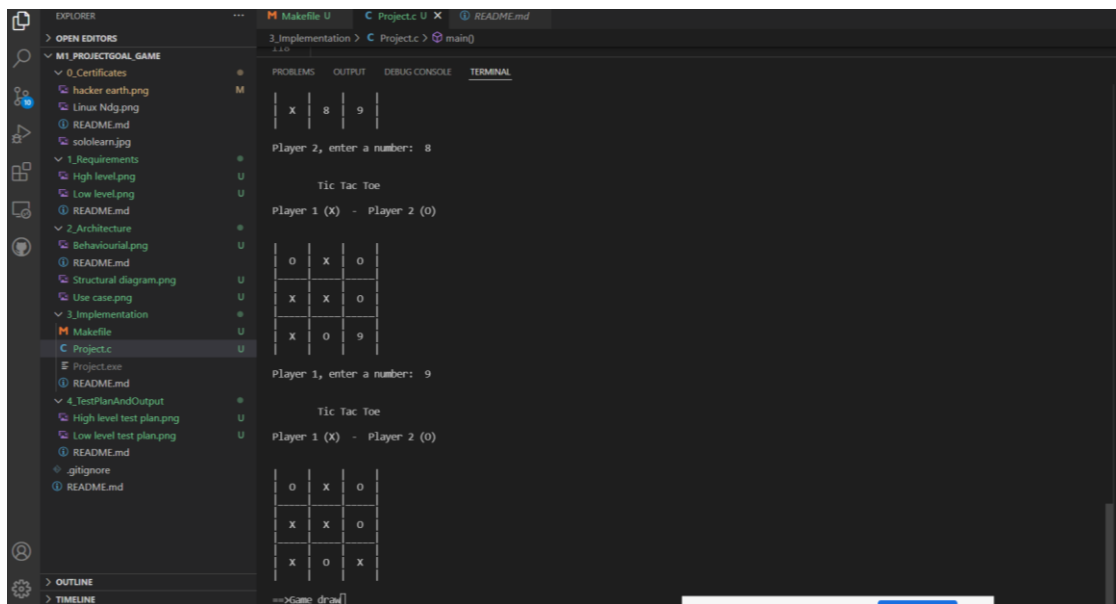
## High level test plan:

Test Id	Description	Exp I/P	Exp O/P	Status	Type of test
HL_01	Check if the game board is displayed correctly	Key pressing according to menu options	An empty 3X3 grid will be displayed	Pass	Technical
HL_02	Check if player 1 is prompted to enter desired coordinates	Key press according to menu options	Player will be asked to enter coordinates of the desired cell in the game board	Pass	Technical
HL_03	Check if the player input is valid and position is already not occupied	Entering desired coordinates	If valid, player 2 will be asked to input otherwise error will be displayed and asks player to give input again	Pass	Technical
HL_04	Check for a winner	Key pressing according	If a winner is found game is over, or else game will continue or draw	Pass	Technical

## Low level test plan

Test Id	HL ID	Description	Exp IN	Exp OUT	Actual OUT	Status	Type	Feature Name
L_01	HL_01	Tictactoe game should execute successfully	Application executed successfully	Dependencies	Dependencies	SUCCESS	Requirement based	Tictactoe
L_02	HL_01	3X3 square board game should be initialised correctly	Execute tictactoe pile	An empty game board should be visible	An empty game board is visible	SUCCESS	Requirement based	Tictactoe
L_03	HL_02	Player should enter the column and row(X,Y)	User input	Check if the coordinates are valid	The coordinates are checked	SUCCESS	Requirement based	Tictactoe
L_04	HL_03	User input shall be tested for validity	User input	Error will be shown if coordinates are not valid	Error is shown	SUCCESS	Requirement based	Tictactoe
L_05	HL_04	If a player win game will end	Players moves	When a player wins, winner is printed	Winner is displayed and game ends	SUCCESS	Requirement based	Tictactoe
L_06	HL_04	If no player wins and the board is filled, game is draw	Players won	Draw is displayed at the end of the game	Draw is displayed at the end of the game	SUCCESS	Requirement based	Tictactoe

# Output:



```
3.Implementation > C Project.c > main()
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

| X | 8 | 9 |
|---|
| X | 8 | 9 |

Player 2, enter a number: 8

Tic Tac Toe
Player 1 (X) - Player 2 (O)

| 0 | X | 0 |
|---|
| X | X | 0 |
|---|
| X | 0 | 9 |

Player 1, enter a number: 9

Tic Tac Toe
Player 1 (X) - Player 2 (O)

| 0 | X | 0 |
|---|
| X | X | 0 |
|---|
| X | 0 | X |

=>XGame draw]
```