<u>INTERSTELLAR TIC-TAC TOE</u>
CS-101 Software System Project

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Problem Statement

1. The project deals with three versions of simple & trivial game Tic-Tac-Toe , namely Simple Tic-Tac-Toe , Interstellar Tic-Tac-Toe and Alpha Tic-Tac-Toe.
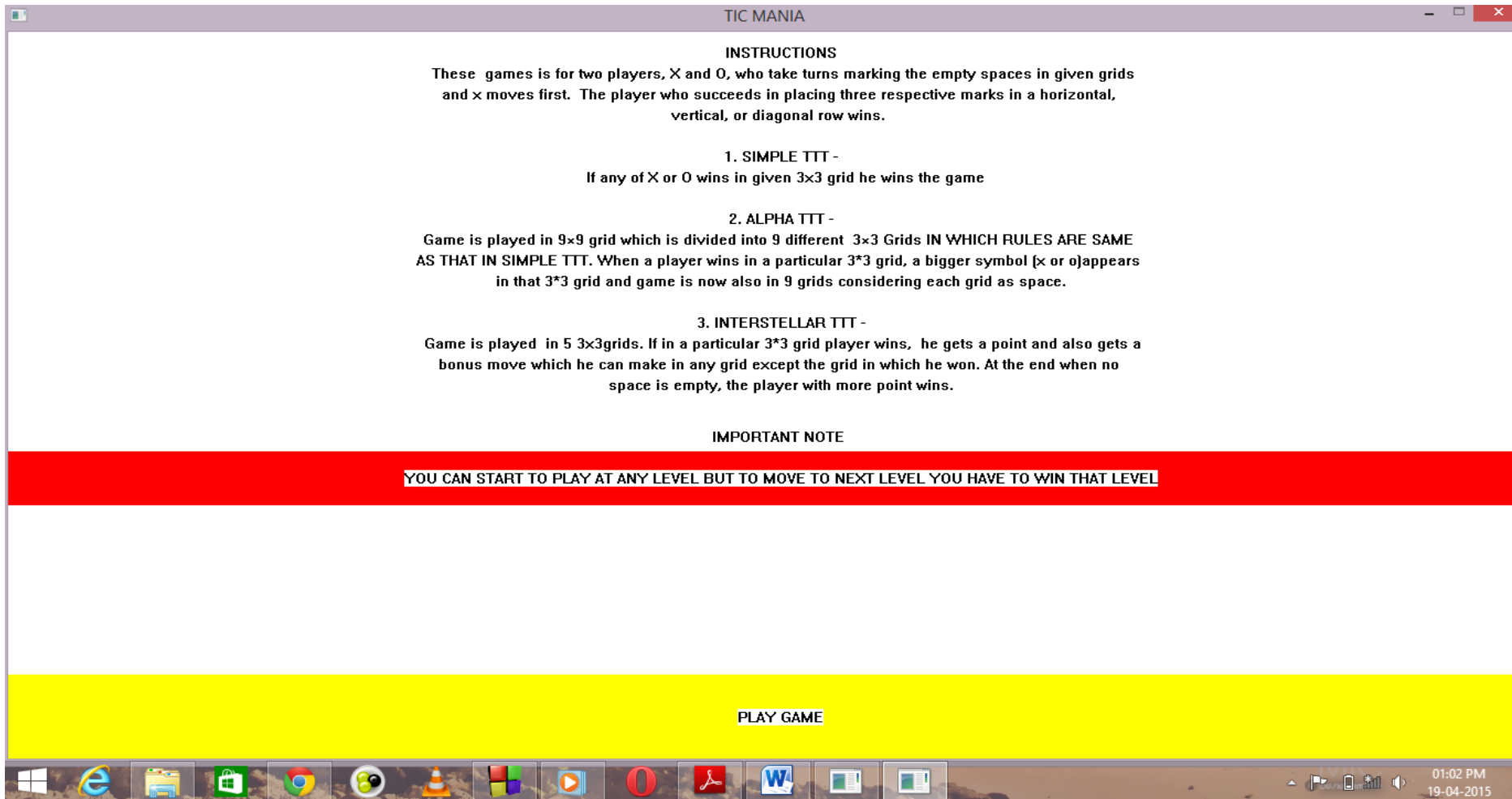
(a)Simple Tic-Tac-Toe :- Traditional Tic-Tac-Toe game

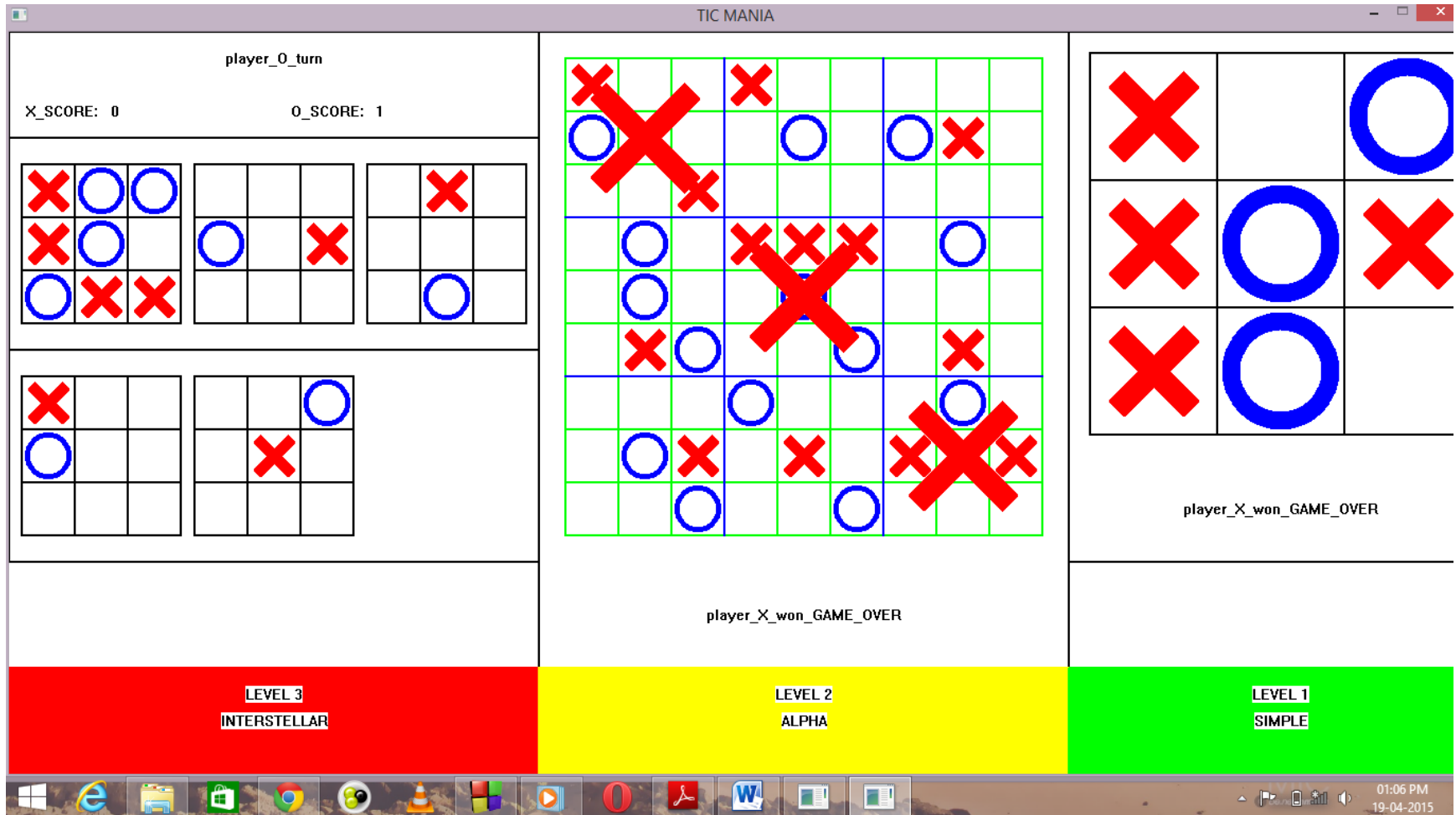(b)Interstellar Tic-Tac-Toe :- Variant played in 5 different
grids

(c)Alpha Tic-Tac-Toe :- A 3*3 grid Variant of Tic-Tac-Toe

 2. The Project is to be accomplished using Concepts of lectures like while loops , if-else statements, Arrays, and initCanvas features of SIMPLECPP.

Screenshot 1: instruction window

TIC MANIA

INSTRUCTIONS

These games is for two players, X and O, who take turns marking the empty spaces in given grids
and x moves first. The player who succeeds in placing three respective marks in a horizontal,
vertical, or diagonal row wins.

1. SIMPLE TTT -

If any of X or O wins in given 3×3 grid he wins the game

2. ALPHA TTT -

Game is played in 9×9 grid which is divided into 9 different 3×3 Grids IN WHICH RULES ARE SAME
AS THAT IN SIMPLE TTT. When a player wins in a particular 3*3 grid, a bigger symbol (x or o)appears
in that 3*3 grid and game is now also in 9 grids considering each grid as space.

3. INTERSTELLAR TTT -

Game is played in 5 3x3grids. If in a particular 3*3 grid player wins, he gets a point and also gets a
bonus move which he can make in any grid except the grid in which he won. At the end when no
space is empty, the player with more point wins.

IMPORTANT NOTE

YOU CAN START TO PLAY AT ANY LEVEL BUT TO MOVE TO NEXT LEVEL YOU HAVE TO WIN THAT LEVEL

PLAY GAME

01:02 PM
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Screenshot 2:game window

Challenge

- 1. In Alpha-Tic-Tac-Toe,we had to make 9 char [3][3] arrays,which we ignored earlier and we had to face some weird problems which were solved by declaring 9 different arrays.

- 2.The Interface of the game is yet to be developed to make it more user friendly . Minor errors in the game are to be dealt with.

IMPLEMENTATION

Starting from the beginning our first task we had to code for the grids of the 3 variants of Tic-Tac-Toe. We made the main window and displayed instructions in it with a button that takes user to the game window. Then the game window is divided into 3 parts using lines. Rightmost is level1 Simple Tic-Tac-Toe which has 3x3 grid , middle part has Level 2 Alpha Tic-Tac-Toe having 3x3 grid where each block is also a 3x3grid and the leftmost is Intersellar Tic-Tac-Toe which has 5 3x3 grids all these have been made by simple features of Canvas. The co-ordinates are taken by user's mouse click and used by various functions to give out sufficient data to be accessed for making marks and further for the algorithm of the games.The user has to play game level by level.

Everything else is just the basic Simplecpp Graphics.

<u>Future Prospects</u>

- 1.Our game has nice functionality and presents different varieties of Tic-Tac-Toe and has scope to become popular among the users and entertain them.

- 2.More versions of this game can be developed to maintain the essence of this addictive game, as it has been a memorable part of our school lives.

......THANK YOU.....