**Software Requirements Specifications**

For SSW810 Tic-Tac-Toe

# Attributes

ChessManPlayer\_1: string, ‘X/x’ for X, ‘O/o’ for O, ‘empty’ for blank

ChessManPlayer\_2:

ChessManCom:

ChessTable: list, store ChessMan, n \* n size

Model: 2-man game, or single game.

# Methods

winLoseStatus()

setChess()

randomChess()

model()

setTable()