**TICTA -A tic-tac-toe online game application**

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**TERMS OF REFERENCE**

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**EXECUTIVE SUMMARY**

The aim of this report was to provide a detailed description of the development of Ticta which is a tic-tac-toe online game application involving multiple users playing against each other.. The design involved a client side and a server side . Multiple games could be played between multiple users however, 2 users could only play against each other.Python was used as the scripting language. There was an interface class designed to connect the server and the game class and messages were exchanged between them.

**INTRODUCTION**

The aim was to create an online tic-tac-toe game application that would involve two users playing against each other. However, multiple tic-tac-toe game could be played between multiple users.

**Background**

Tic-tac-toe is originally a game played using a paper and a pencil between two players who can choose between X and O also known as noughts and crosses . Turn by turn, each player draws these symbols in the spaces in a 3 by 3 grid. Winner of the game is declared when the same three marks appear diagonally, vertically or horizontally in the grid. However, if none of the players are able to achieve this pattern, leads to draw.

The online game developed made use of Python as the main scripting language. The application involved a client and a server. An interface was added in order to connect the server and the game class as the game required a way to receive the moves of the player from the server.

**METHODS: SOURCE CODE**

**RESULTS**

**DISCUSSION (RESULTS)**

**CONCLUSION**

**APPENDIX**

**BIBLIOGRAPHY**