

**Tribhuvan** **University**

**Faculty of Humanities and Social Science**

**TIC TAC TOE**

**A PROJECT PROPOSAL**

**Submitted to**

**Department of Computer Application**

**Lumbini City College**

**In partial fulfillment of the requirements for the Bachelors in Computer Application (BCA)**

**Submitted by**

# Abstract

This project has been submitted in the fulfillment of the requirements for the Bachelor of Computer Application. We the team members of this project, take pleasure in presenting the detail project report that reflects our efforts in this semester.

Our project name is Tic-Tac-Toe game. This game is very popular and is fairly simple by itself. Tic-tac-toe originated from the ancient Roman Empire around the first century BCE, and it was called” Terni Lapilli”(three pebbles at a time). First print reference of the game appears in Britain with the name “Noughts and Crosses”(nought being an alternative word for zero) in 1864. The name “tic-tac-toe” is renamed from “Noughts and Crosses” or, X’ and O’s, in the 20th century USA.Today “Tic-tac-toe” is one of the first games to be playedby children due to its fast setup and easy engagement.

**Table of contents**

[Abstract 2](#_Toc95073991)

[Introduction 4](#_Toc95073992)

[Problem Statement 5](#_Toc95073993)

[Objectives 5](#_Toc95073994)

[Limitations 5](#_Toc95073995)

[Tools used 6](#_Toc95073996)

[Feasibility Analysis 6](#_Toc95073997)

[**Technical Feasibility 6**](#_Toc95073998)

[**Operational Feasibility 6**](#_Toc95073999)

[**Economic Feasibility 6**](#_Toc95074000)

[Gantt Chart 7](#_Toc95074001)

[Expected Outcome 7](#_Toc95074002)

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# Introduction

Our project name is Tic-Tac-Toe game. This game is very popular and is fairly simple by itself. Tic-tac-toe originated from the ancient Roman Empire around the first century BCE, and it was called” Terni Lapilli” (three pebbles at a time). First print reference of the game appears in Britain with the name “Noughts and Crosses” (nought being an alternative word for zero) in 1864. The name “tic-tac-toe” is renamed from “Noughts and Crosses” or, X’ and O’s, in the 20th century USA .Today “Tic-tac-toe” is one of the first games to be played by children due to its fast setup and easy engagement.

# Problem Statement

Because of the simplicity of tic-tac-toe, it is often used as a pedagogical (most commonly understood as the approach to teaching, refers to the theory and practice of learning) tool for teaching the concepts of good sportsmanship and the branch of artificial intelligence that deals with the searching of game trees.

It prepares children for more complex games because they have to think of multiple things at one time.Tic-tac-toe helps develop coordination, fine motor skills and visual skills.Tic-tac-toe is a game which can be played by people of all ages, any time, anywhere.It helps children learn how to follow rules and take turns. It can help improve one’s child’s concentration.

# Objectives

We have made TIC TAC TOE so that users can play and enjoy with their friends. Some of the specific objectives of The TIC TAC TOE are listed below :-

* It helps children develop strategy at an early age.
* Tic-tac-toe helps children develop their spatial skills.

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# Limitations

The limitations of this project is given below:-

* This game cannot be played by one or more than 2 players.
* It doesn’t contain levels.

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# Tools used

FOR this project we have mainly focused on front-end i.e. we have used HTML,CSS and JavaScript. Since this is a simple project we have just worked on frontend operation.

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# Feasibility Analysis

## **Technical Feasibility**

The system is technically feasible to implement. The compatible platform exists within our domain. The technology guarantees the reliability and accuracy and data . Both at the development site and at server where we will be hiring the space for the website.

## **Operational Feasibility**

1. It will help in the time saving and fast processing and dispersal of user request.
2. No major training and new skills are required.
3. It will be operational 24hrs a day.

## 

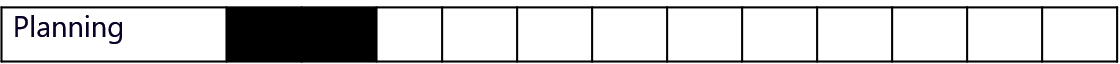
## **Economic Feasibility**

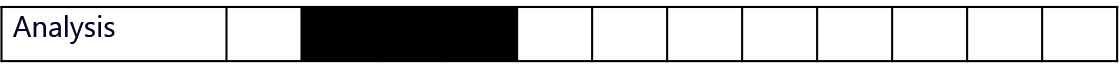
The system is economically feasible to implement. There is no need of extra hardware components and paid software to build the system. Cost of Software to be acquired to build and run the product is a onetime cost.

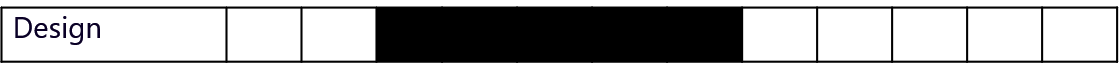
# Gantt Chart

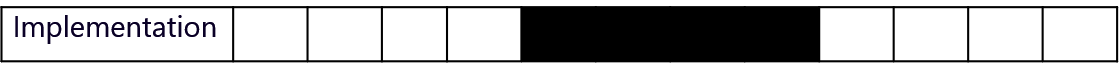


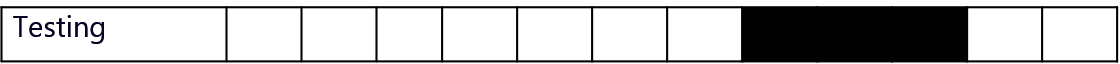
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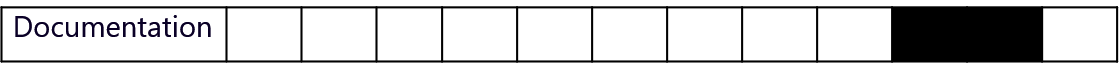
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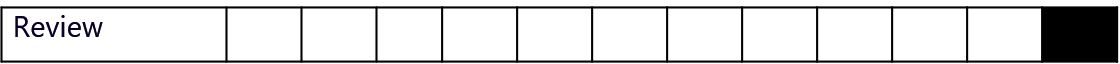












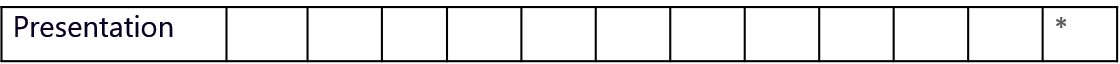


Fig: Project’s Timeline using Gantt Chart

# Expected Outcome

1. At the end of the mobility period, users can Play and Enjoy with their friends.
2. At the end of mobility period, our system will be attractive and easy, user friendly for the users.
3. .By playing this game It develop strategy at an early age