USER NEEDS

TASK 1

When I create the main menu I will separate my title (“NAUGHTS AND CROSSES”) from my main text I will also add a design(\*\*\*) to draw the users attention to the program. Once this is done I will add a time delay and display the options for the user with 1 second intervals. This is so that the user can easily take the information, reducing the amount of mistakes they are likely to make. I will also number my options, doing this will make the input system quicker and more efficient for the user to select the information that they want, this will also mean that the user would be able to access their game quicker (which is what they chose to use the program for). I will also add a quit system so that the user does not feel forced to play the game.

TASK 2

After the user has chosen to play the game I will display a message that will inform the user of the rules of the game and how to play. These rules will include what the goal of the game is and how to achieve that goal during the process. I will then develop a section that will create the grids that the user will see and play on. In order to reduce mistakes, the user will be shown a grid will all the sections numbered so that they know which numbers they input will represent which grid space, thus allowing the user to easily follow the game and not be confused by the empty playing grid they are shown at the start of the game. The user will then be asked which icon they would prefer to represent them in the game, they have been given an option of X and O. The simple options allow the users to decide between them who wishes to be what icon, validation has been added in case the user chooses an option that is not either 1 or 2, this will give the user as many chances as they need until they choose a valid choice. The grid will all be set up within a three by three format.

TASK 3

I will then inform the user that the game has started and allow them to play. I will develop the part that randomly selects which user to make their move first which allows fair play between the users as the starting user can change. Depending which user is chosen to go first, their icon will be asked for its initial grid placement. Validation has once again be used to ensure that the user is inputting the correct data, after the first user has completed their turn the next user will input their preferred placement. The program will make sure that no user can select an already selected place again during that same round of the game. If one of the users is able to get three of their icon in a row, they will be deemed the winners and their score will increase, the game will then end and the program will ask the user if they would like to play again. If the user answers “yes” then the game will restart with a fresh grid. If the user says no then the users will show the overall winners of the game(s) and the program will end. If neither of the users are able to get three of their icons in a row during a game it will be counted as a draw and they will then be asked the same questions.

Doing all of this will increase the competitive nature of the game as a score between the users will cause the game to become more interesting.