

IKT205

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In this project we had to program a functioning tic tac toe game that could communicate with a client to play against another opponent using the same or similar project code. In this project I began as suggested by creating the service class where I made all the necessary functions to communicate with the server and deliver the proper state information of the game to the local system. I then began developing basic functions that could progress the game locally until finally implementing a system for checking for a winner. This meant that I now had a functional system for communicating with the server and locally I had a system that displayed and handled game logic. Afterwards I had to connect the two which required some code refactoring and some reconsideration as to the structure of the project. In the end the program can handle a normal game of tic tac toe. However with some minor development changes it can be developed further to handle different symbols and a basic "AI" implementation.

TicTacRequest is a online tic tac toe experience where you can create or join a room and play against an opponent! Create your own room and share your room code with a friend, have them join and quickly get into a rousing game of tic tac toe.



Tic Tac Request!

CREATE GAME

JOIN GAME









