

Tic-Tac-Hue Fact Sheet

This is a fact sheet for the “Tic-Tac-Hue” web app.

What is “Tic-Tac-Hue”?

It’s a web app I created for my SOFT166 coursework. It allows the user to play tic-tac-toe (or noughts and crosses). The app interacts with the Philips Hue API through jQuery AJAX requests to indicate which player’s turn it is, and when a game is over.

How do I use it?

To make it easier for users to play the game, there is a “Settings” page included in the web app. Users can set their API key, the IP of the light bulb [bridge], and the ID of the bulb they wish to use for the game. After having set those, the user can proceed to the “Application” page by clicking on the card on the “Home” page, or by using the menu which appears if the icon in the top left corner is clicked. The user can subsequently play the game by clicking on any free squares on the board. A text box at the top of the page lets the user know whose turn it is, so they can switch places with whoever they’re playing against. Throughout the game, blue represents X, and pink represents O; this is reflected in the way the light bulb changes colors. If the light bulb is blue, then it’s X’s turn. If it’s pink, then it’s O’s turn. If it’s off, then the game has ended, and the user has to click on the “Play Again” button. Scores are saved and displayed on the left and right side of the aforementioned text box. If the user refreshes the page, or clicks on the “Reset” button on the top left, the scores are set to zero.