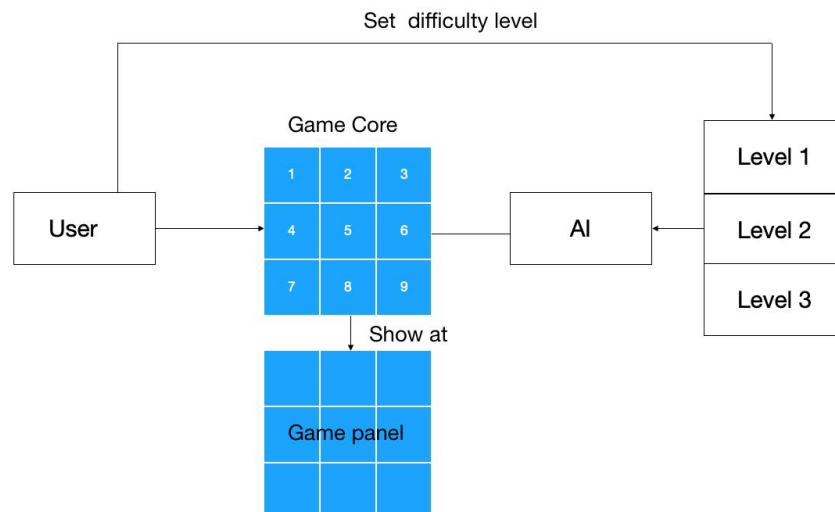# Individual Project: TicTacToe Game Design

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1. Functionality design

1. Basic functions of the Tic Tac Toe game that introduced in this lab.
2. Support multiple language: Chinese and English.
3. Support both portrait and landscape display mode. The app's data persists when the orientation is changed.
4. The game is fairer by alternating who gets to go first.
5. Keep track of how many games the user has won, the computer has won, and ties.
6. Can quit the app in the menu bar.
7. Can choose the difficulty of the AI between Level 1, Level2, Level 3.
8. When you win the game, a video is played for congratulations.

2. Software architecture

3. UI design

By using the most concise UI, the app gives the users the clearest experience.

4. Implementation detail

· use videoView.setVisibility(View.VISIBLE) function to set the VideoView visible or not.

· Set a new class UnBeatenAI to implement the level 3.