TicTacToe Master

March xth, where x>=12

Team Name: Tic Tac Pac

Team Members:

- **Austin Baird**
- **Jacob Burnworth**
- **Derek Chiong**
- **Alan King**
- **Alex Williamson (Product Owner)**

Link to our site:
https://tic-tac-toe-master.herokuapp.com

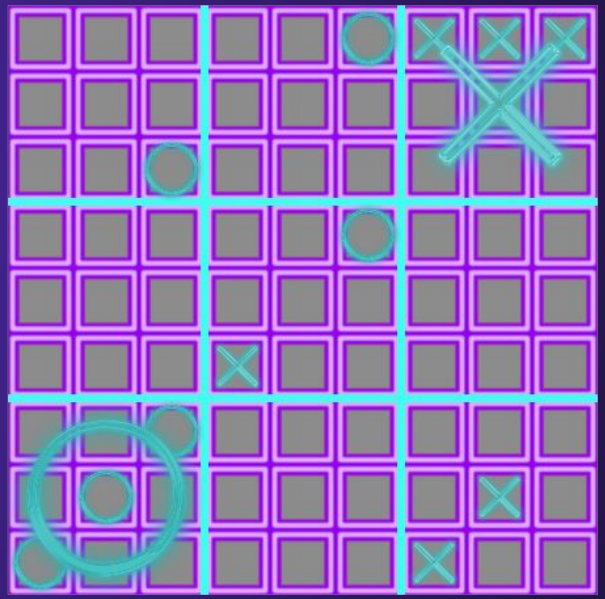
Introduction

- Everyone knows how to play tic tac toe, but not everyone knows how to play its variants
- Easily learnable strategy games are very appealing
- Multiplayer games are extremely popular

What is TicTacToe Master?

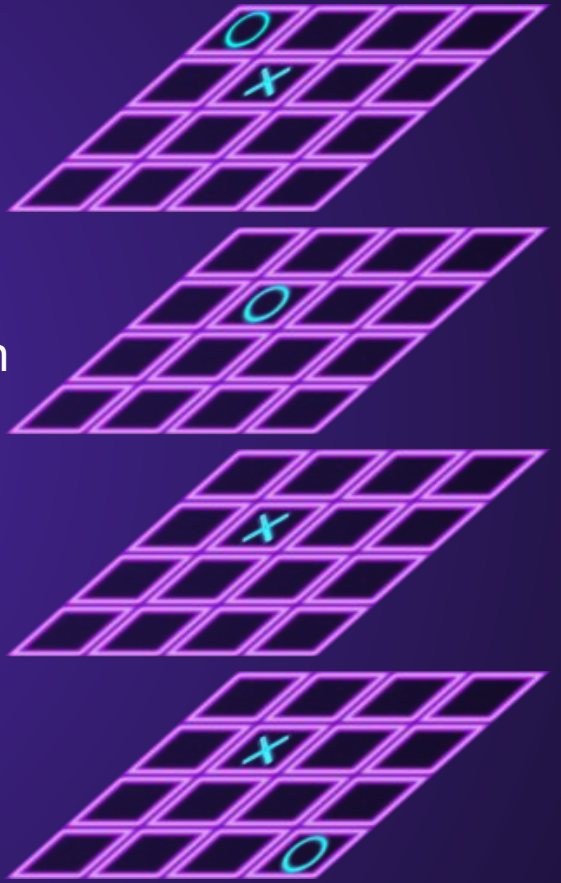
- Our web app provides easy to learn, hard to master variants of the classic

- Includes addictive modern game features, such as shop, achievements, match making



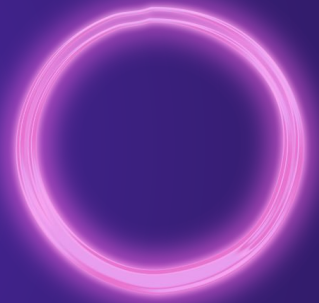
Goals

- ✔ Have a fully functional website with several Tic Tac Toe variant games to pick from
- ✔ Have network play capability for all games
- ✔ Implement a currency system to incentivize progression
- ✔ Have a leaderboard and achievements
- ✔ Implement AI for each Tic Tac Toe variant



Biggest challenges and accomplishments

- Product
  - Learning new technologies
  - Creating visually appealing website



- Process
  - Short time frame to make a complete web app

Technologies Used

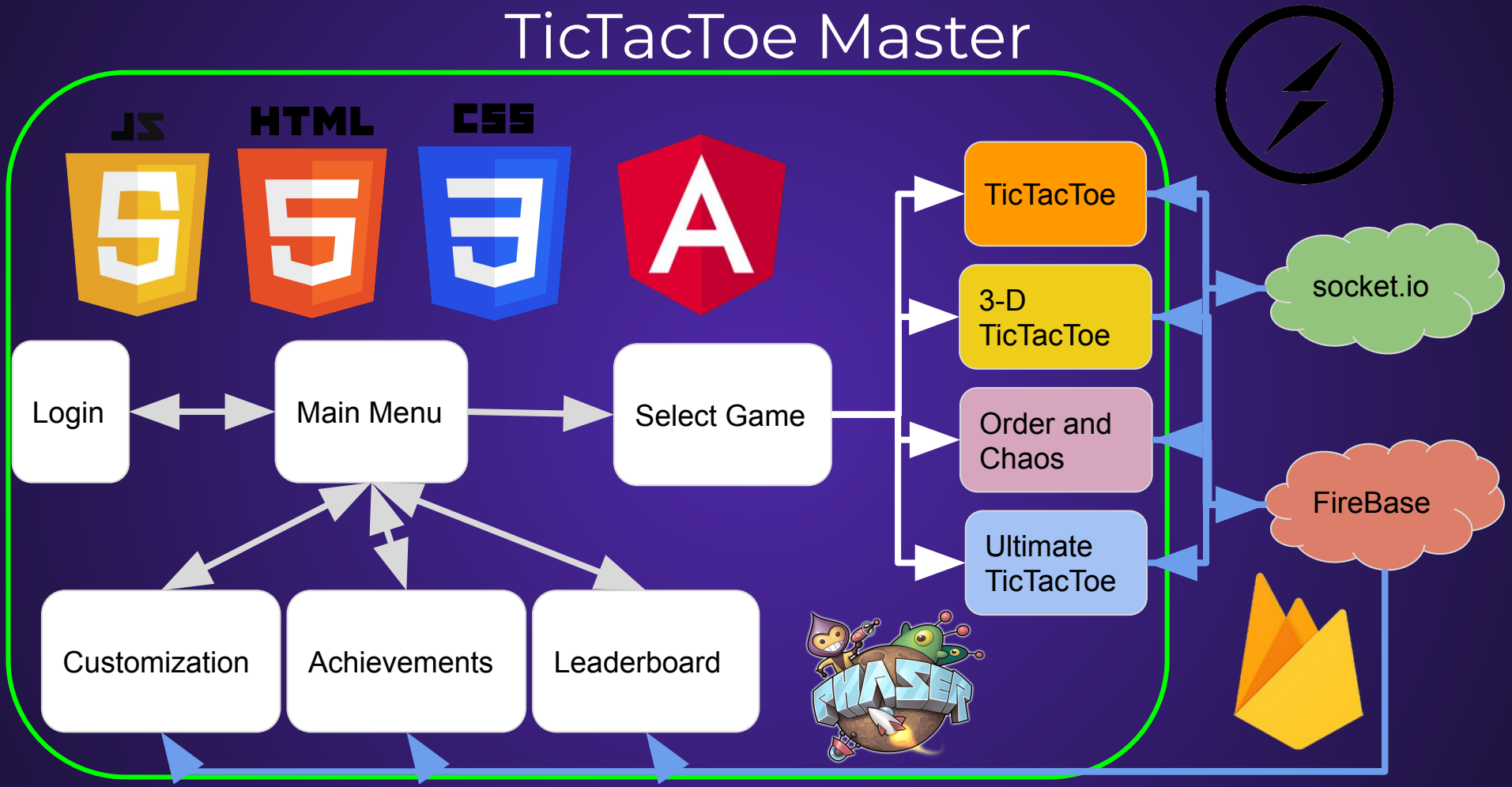
Programming Language: Javascript, HTML, CSS

Technologies/Framework Used: Node.js, Express, Angular, Socket.io, Phaser.js

Database Platform: Firebase

Website Host: Heroku

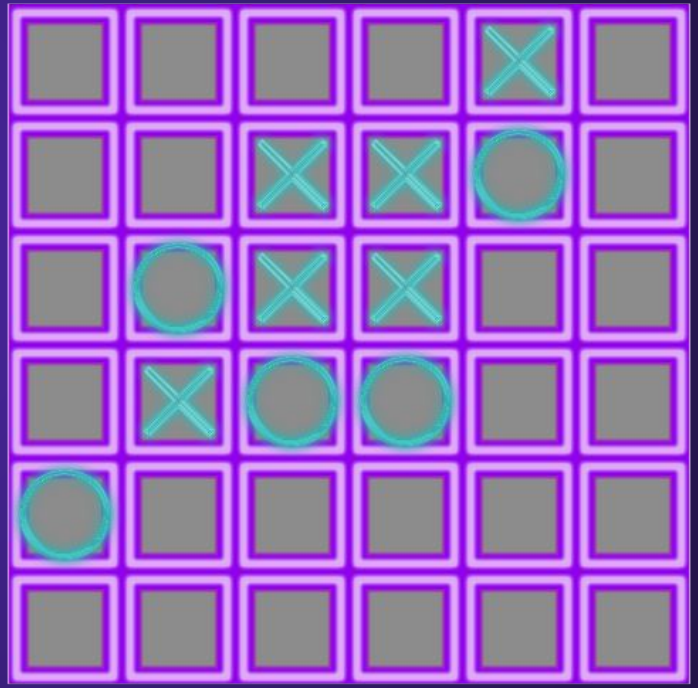
TicTacToe Master



Demonstration

Project Management Techniques Used

- Scrum Meetings three times a week
- Group messaging
- Code walkthroughs
- Pair Programming



Things We Enjoyed

- Three Scrum Meetings a week
- Playing the games against each other and competing for highest ranking
- Seeing the tasks completed and integrated together to create functionality

Things We Didn’t Enjoy

- Short amount of time to make a complete web app

Lessons Learned

- Continue using walkthrough to review codes.
- Group communication.
- Time management is key.

Questions?

Try to become the master by visiting

https://tic-tac-toe-master.herokuapp.com