Object Tic Tac Toe

Attr

currentPlayer1 = new Player( “X”)

currentPlayer2 = new Player( “O”)

gameQueueOfPlayers

Bhvr

(function init(){

playGame();

})();

gameOver(symbol)

display symbol has won the game

playGame()

gameBoard=new Board

while (game not over)

squareNumber=player1 clicks on square()

While (Board.setSquareOccupied(player1.symbol,

squareNumber)

==false)

squarenumber = player1 clicks on a square

endWhile

if Board.checkForWinner is true

currentPlayer1.updateScore();

gameOver(symbol);

gameover=true;

else if Board.checkForWinner is Cats

gameOver(Cats)

gameover=true;

break

else

currentPlayer2.clickOnSquare();

if Board.checkForWinner is true

currentPlayer2.updateScore();

this.gameOver(symbol);

gameover=true; //ends while loop

else if Board.checkForWinner is Cats

gameOver(Cats)

gameover=true;

break;

endWhile

manageGameQueue

Tell next player it’s his turn to play

checkForWinner(symbol)

if symbol in gameBoard.Squares [1][4][7] or

symbol in gameBoard.Squares[2][5][8] or

symbol in gameBoard.Squares[3][6][9] or

symbol in gameBoard.Squares[1][2][3] or

symbol in gameBoard.Squares[4][4][6] or

symbol in gameBoard.Squares[1][5][9] or

symbol in gameBoard.Squares[3][5][7]

then return true

else

return false

function checkForCatsGame(){

if (Board.checknumberOfSquarePlayed === 9) {

return true;

}

else {

return false;

}

Object Board

Attr:

Squares: array[3,3].each=-1

numberOfSquaresPlayed=0

Bhvr:

(function init(){

for (i=0;i<2;i++)

for (j=0;j<2;j++)

this.Squares[i,j]=-1;

})();

setSquareOccupied(symbol, squareNumber)

if square is occupied

return false

else

updateSquares with what square was chosen

this.numberOfSquaresPlayed++

displaySymbol(symbol)

return true

newGameBoard

Squares:Array.each=-1

Set html elements for displaying square contents to “”

displaySymbol(symbol)

set html element for displaying square to symbol

incrementNumberOfSquaresPlayed

this.numberOfSquaresPlayed++

CheckNumberOfSquaresPlayed

Return this.numberOfSquaresPlayed

Object Player(symbol)

Attr:

name

this.symbol=symbol

score=0

Bhvr:

(function init(){

setNameAttribute

input from user and set this.name

incrementScore

})();

updateScore()

this.score++

Object Timer

Attr:

time

Bhvr:

startTimer

endTimer

displayElapsedTime

(function init(){

})();