CSI 2300 Course Project Proposal
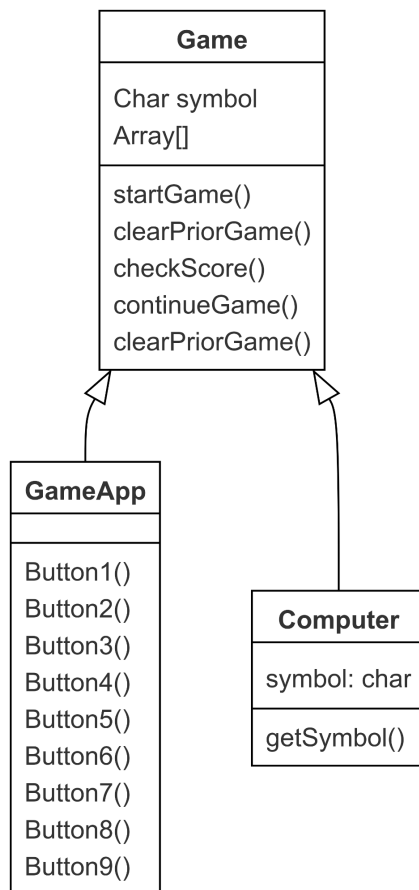
Analysis and conceptual design

- ➔ Project Name: Tic-Tac-Toe Game
- ➔ Team Name: The Tic-Tac-Toe team
- ➔ Team Members: Viswa Ponnusamy, Ariel Cummings, Trent Hoeffel

Tic-Tac-Toes Project Description

- ➔ We're developing a Tic Tac Toe game with an interactive graphical user interface (GUI) to deliver the classic Tic Tac Toe experience. The game will allow users to compete against a computer opponent, aiming to get three of their symbols (X or O) in a row on a 3x3 grid. The first to align three symbols horizontally, vertically, or diagonally wins. This project is not only fun and accessible for players of all ages, but also a great way for us to showcase our skills and put our learning into practice through a familiar, enjoyable game.

UML Diagram

Project Execution Plan

- ➔ Code implementation: Game class
  - ◆ Trent Hoeffel
  - ◆ Viswa Ponnusamy

- ➔ Code/ GUI implementation (JavaFX): GameApp Class
  - ◆ Ariel Cummings

- ➔ Code implementation: Computer Class
  - ◆ Viswa Ponnusamy
  - ◆ Trent Hoeffel

- ➔ Documentation: User manual & Implementation manual
  - ◆ Ariel Cummings

- ➔ Presentation & Demo
  - ◆ Viswa Ponnusamy
  - ◆ Trent Hoeffel
  - ◆ Ariel Cummings

*Note: To some extent all members have/ will contribute to ALL parts of the project, and this distribution of work is subject to change