

# Design Report

## T-303-HUGB

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November 23, 2013

### **GENERAL DESIGN**

In our initial design, we planned to represent the tic-tac-toe game in 3 classes, Board, Player and TicTacToe. The board class would have a character array to represent the board and contain members that perform all the logic that has to do with the board itself, such as filling out squares and check for a winner etc.

The player class would contain all logic that has to do with the players, such as keeping track of a player's mark(X or O) and querying a player for a move.

The TicTacToe class would be the main class and initialize a game based on some user input. This class would have a board and 2 players as member variables.

# CLASS DIAGRAM

