# Network based Tic-Tac-Toe Application Specifications

## *Create a network based Tic-Tac-Toe game that have the following features:*

- Allow the player to play in single mode( i.e. play with the computer – Bonus: you may use any AI java library to specify the difficulty level when playing with the computer)
- Allow two players either to play locally on the same machine or on two different machines
- The application should have a very elegant user interface
- The application should give the user an option to record the game and store it for replay later
- The application should give the player prize in the form of bonus videos to be played when the player wins
- Bonus: you could create more than game in the same application ( ex: Checkers, snakes and ladders, etc…..)

## *Project Delivery*

Delivery Date: 23th of January 2019
Delivery Package:

- Executable JAR files.
- TicTacTo Netbeans project
- Database schema and/or database backup
- Any 3rd party APIs (if used)
- Read me file that describes how to run and use the project and the team members' names.
  Please, pack all of the pre-mentioned items on a CD and deliver it on the Date.

## *Milestones:*

1st Milestone: 17th of January, 2019:

- Database Schema and implementation.
- GUI design V1.0.
- Draft plan or any description for how do you think about implementing your project (May making UML design if you can).
- *Show the tasks assignment to team members.*