CIS*3760 Assignment 1

Due: Friday, Jan 18, 2013

~~Write a 2 player interactive tic tac toe program. This tic tac toe game should allow two human players to compete on different computers. Players take turns and make alternative moves in a 3x3 grid.~~ <mark>Unmarked squares should be white.</mark> ~~The ones marked by players should be yellow and blue. Squares can be marked by clicking on it.~~ The player who first makes three consecutive marks on the square in a row, column or diagonal will be the winner. As soon as there is a winner, a message should show to congratulate the winner and terminate the game. If all the squares are filled up and there are no three consecutive marks on a straight line, the game is over without a winner.

Submission guideline and requirements:

- You must submit any relevant files needed to compile and run your program. Also include a README file (in PDF format) name "**README.pdf**", which describes how to execute it, what functionality works, which requirements have not been implemented, and any known bugs.
- ~~Javadoc documentation should also be submitted in HTML format in a "**docs/**" directory.~~
- The program should be submitted in a JAR file named: "**CIS3760_TicTacToe.jar**". If we cannot find this file, your assignment will not be marked.
- ~~Use "**ant**" as a build tool, instead of "make".~~
- Submit your assignment via SVN. If you do not have an account, create a ticket via https://help.socs.uoguelph.ca/ and an account will be created for you. Use the tag "**cis3760-a1**"

Grading

Grading scheme is as following:
- 60% correct functionality
- 20% documentation
- 10% readme file
- 10% creativity (TA's discretion)