

Architectural Design Document

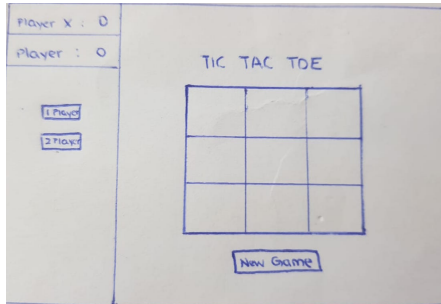
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1 Introduction

In this document, we will show the ideas we had for the user interface, prior to implementing it in our front-end, side by side with how it looks post implementation. There may be small discrepancies, as do occur from ideation to implementation, but the spirit remains preserved.

2 When you open the website



(a) Ideation

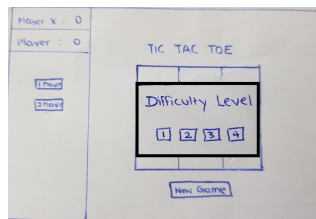


(b) Post Implementation

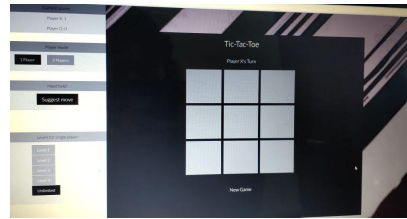
Figure 1: The Interface

3 On selecting single player mode

This is where one is to choose depth/intelligence level of computer you wish to play with. Choose 1 for a very dumb AI, or 5 for an unbeatable AI. (Figure 2)



(a) Ideation

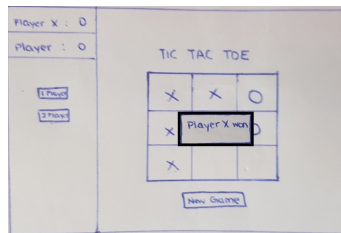


(b) Post Implementation

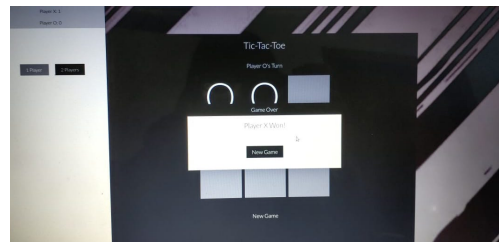
Figure 2: 1 Player

4 On losing in single player mode

This is the visual on losing against the computer, assuming you're player O. A similar visual will be available on winning against/drawing with the computer as well. (Figure 3)



(a) Ideation

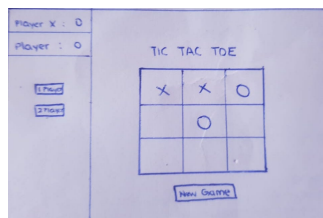


(b) Post Implementation

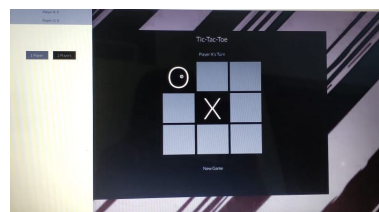
Figure 3: 1 Player loss

5 On selecting multi player mode

This looks very similar to the initial interface. A picture of how the interface looks while playing is shown. (Figure 4)



(a) Ideation



(b) Post Implementation

Figure 4: 2 Player

We had planned to implement a way in which different people can play from different systems. However, we were unable to do so due to insufficient time. This is how the interface would have looked like on selecting multiplayer mode, had we been able to implement this feature. (Figure 5)

On selecting there are 2 options:

- Start a new game. On doing so, a game ID will be generated. You share this with the person you wish to play against.
- Join an existing game. Here, one person must do the above option and give you the code generated. You enter this ID and you enter into a game with the person who created the game.

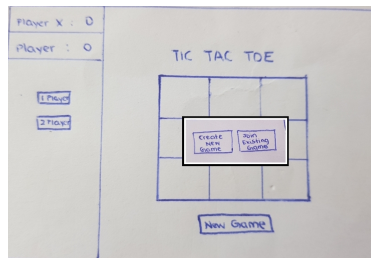
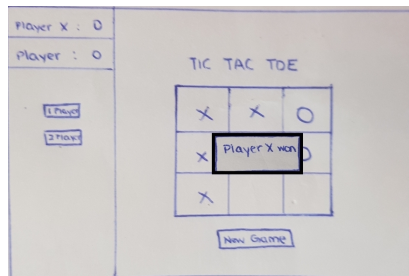


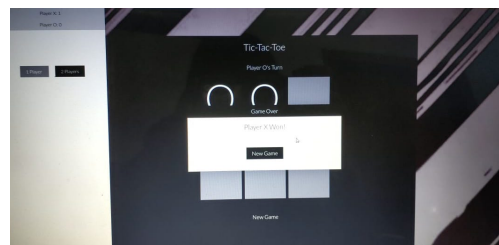
Figure 5: 2 Player - Ideation

6 On winning multi player mode

This is the visual on winning against your opponent, assuming you're player X. A similar visual will be available on losing against/drawing with the computer as well.



(a) Ideation



(b) Post Implementation

Figure 6: 2 Player victory