SE 3XA3: Problem Statement
Ultimate Tic Tac Toe

Team 3, Tic Tac Toe
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What problem are you trying to solve?

We are trying to solve the problem of boredom. Tic Tac Toe is a classic game everyone has played multiple times. It is hard to make a match last for more than a few minutes. The original game is very simple with minimal strategy and complexity. Tic Tac Toe is often played on paper but unfortunately the modern day not many people carry around a pen and pad of paper. These are all problems that limit the ability to play the original game Tic Tac Toe.

Why is this an important problem?

This is an important problem because it provides people with an solution to play a game similar to the original game Tic-Tac-Toe which just as easy to play. Ultimate Tic-Tac-Toe is beneficial because it offers a more challenging game dynamic. If young kids were to play this rather than regular Tic-Tac-Toe, it would allow them think more strategically. People often would rather opt to not play a game rather than try to play a game with complex rules such as chess, but a game Ultimate Tic Tac Toe would be just as stimulating to the brain, but at the same time has very simple rules that people would enjoy to play.

What is the context of the problem you are solving?

This game will attract users of all ages on all platforms, as our version of Tic Tac Toe will be easy to play and accessible. The target environment is for people to be playing this game whenever they have a few minutes to spare. Instead of simply wasting time, people can engage each other in a strategic game. As long as people have a stable internet connection and a little free time, they can enjoy this game online regardless of platform, Windows, MacOS, Mobile, Desktop etc. This also allows users to enjoy the game without downloading it, but at the same time, will have real time updates to make the game play smoothly.

Table 1: Revision History

Date	Developer(s)	Change
September 23	Kunal Shah	Initial setup
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