

Project Title: Network Tic Tac Toe

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One sentence summary: This project consists of a server for a two-player tic tac toe game.

Short Paragraph: In this network Tic Tac Toe game, players can engage in the classic strategy-based game of Tic Tac Toe with opponents from anywhere in the world. The game is hosted on a centralized server, allowing connections between players. Participants take turns making their moves on the virtual grid, aiming to create a line of three of their symbols before their opponent does.

Create wireframe model of game by 3/18

Start implementation of frontend while thinking about backend 3/24

Research network connectivity for game use 3/29

Implement 2 player network connection 4/5