UML for TicTacToe

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| TicTacToe |
| +EMPTY: int  +PLAYERX: int  +PLAYERO: int  +SIZE: int  Col: int  Row: int  Count: int  Win: int |
| +displayBoard() : void  +clear(): void  +player2Selection() : void  +player1Selection(): void  +end() : Boolean  +playGame() : void |

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| ticTacToe\_Tester |
| Res: string  Win: string  xWinCount: int  oWinCount: int  tieCount: int |
| +main(string[] args) : void |

1. Create a board, with the size of 3x3, to match a TicTacToe board
   1. Use an array to construct
   2. Create an outline of the board so user can clearly understand that it is a board
2. Prompt for a player to enter in the specific column and row number to place either an “x” or an “o”
   1. Save the place within the array and display
   2. Make sure the place isn’t already taken by a previous move
3. Check to see if 3 in a row, or 3 in a column match up
4. After game is over, clear the board and ask if they wish to play another
   1. Reset board if yes, end if no
5. Keep track of the amount of wins each player has, even after the board is reset, still keep track