Project Planning Worksheet

Instructions: Design a plan for how you would approach this take home project.

**Start by considering the fundamentals of Tic-Tac-Toe:**

* Goal: Be the first to get three in a row
* Challenge: You don’t know where your opponent will place their symbol
* Core Mechanics: Blocking and writing
* Components: 9 square grid, players, Xs and Os
* Rules: There are 2 players. Each player alternates turns placing their symbols until the grid is full or one player gets three in a row, vertically, horizontally, or diagonally.
* Space: 3x3 grid

# 

| **Requirements**  *(What requirements do you have for the game?)* |  |
| --- | --- |
| **Clarifying Questions**  *(What clarifying questions would you ask the hiring manager before you begin?)* |  |
| **Technical Decisions**  *1. Consider which programming language you want to use and why? 2. What user interface will you use?*  *3. How will the user provide inputs and see the outputs?* | 1. Technical Decision #1:    1. Rationale: 2. Technical Decision #2:    1. Rationale: 3. Technical Decision #3:    1. Rationale: |
| **Core Technical Components**  *(Think about how the program will need to work, what are the rules of the game? How will you know if someone won or lost? What edge cases will you consider? What will you ignore?)* |  |
| **Testing Plan**  *(Consider the scope of your testing and the types of cases or scenarios you would test?)* |  |
| **Task Breakdown**  *(What steps will you need to take to complete this take home project? Be specific and list in order of priority.)* |  |
| **Write a Unit Test**  *(Write the code for a simple unit test of one of your game components in the your language of choice.)* | **What will your unit test check for? Why did you decide to write this unit test?** |
| **Paste a link to your unit test code or paste a screenshot of your unit test code below.** |

# 

### 