Game Design Document

Fill up the following document

1. Write the title of your project

Ans- Tic-Tac-Toe

1. What is the goal of the game?

Ans- To gain maxium points

1. Write a brief story of your game.

Ans- IBecause of the simplicity of tic-tac-toe, it is often used as a [pedagogical](https://en.wikipedia.org/wiki/Pedagogical) tool for teaching the concepts of good [sportsmanship](https://en.wikipedia.org/wiki/Sportsmanship) and the branch of [artificial intelligence](https://en.wikipedia.org/wiki/Artificial_intelligence) that deals with the searching of [game trees](https://en.wikipedia.org/wiki/Game_tree). It is straightforward to write a [computer program](https://en.wikipedia.org/wiki/Computer_program) to play tic-tac-toe perfectly or to enumerate the 765 essentially different positions (the [state space complexity](https://en.wikipedia.org/wiki/State_space_complexity)) or the 26,830 possible games [up to](https://en.wikipedia.org/wiki/Up_to) rotations and reflections (the [game tree complexity](https://en.wikipedia.org/wiki/Game_tree_complexity)) on this space.[[1]](https://en.wikipedia.org/wiki/Tic-tac-toe#cite_note-1) If played optimally by both players, the game always ends in a draw, making tic-tac-toe a [futile game](https://en.wikipedia.org/wiki/Futile_game).[[2]](https://en.wikipedia.org/wiki/Tic-tac-toe#cite_note-2)

The game can be generalized to an [m,n,k-game](https://en.wikipedia.org/wiki/M,n,k-game" \o "M,n,k-game) in which two players alternate placing stones of their own color on an *m*×*n* board, with the goal of getting *k* of their own color in a row. Tic-tac-toe is the (3,3,3)-game.[[3]](https://en.wikipedia.org/wiki/Tic-tac-toe#cite_note-3) [Harary's generalized tic-tac-toe](https://en.wikipedia.org/wiki/Harary%27s_generalized_tic-tac-toe" \o "Incidence structure) is an even broader generalization of tic-tac-toe. It can also be generalized as a [n](https://en.wikipedia.org/wiki/Nd_game" \o "Nd game)[d](https://en.wikipedia.org/wiki/Nd_game" \o "Nd game)[game](https://en.wikipedia.org/wiki/Nd_game" \o "Nd game). Tic-tac-toe is the game where n equals 3 and d equals 2.[[4]](https://en.wikipedia.org/wiki/Tic-tac-toe#cite_note-gh02-4) It can be generalised even further by playing on an arbitrary [incidence structure](https://en.wikipedia.org/wiki/Incidence_structure), where rows are [lines](https://en.wikipedia.org/wiki/Line_(geometry)) and cells are [points](https://en.wikipedia.org/wiki/Point_(geometry)). Tic-tac-toe is the game given by the incidence structure shown to the right, consisting of nine points, three horizontal lines, three vertical lines, and two diagonal lines, each line consisting of at least three points.

1. Which are the playing characters of this game?

* Playing characters are the ones who respond to the user based on the input from the user.
* Cars, monkeys, dinos, wizards, etc., are the playing characters in the game.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | x | It can controlled by player and moves along mouse drag |
| 2 | 0 | It can controlled by another player and also moves along mouse drag |
| 3 |  |  |
| 4 |  |  |
| 5 |  |  |
| 6 |  |  |
| 7 |  |  |
| 8 |  |  |

1. Which are the Non-Playing Characters of this game?

* Non-Playing characters are the ones that don't have an action or behavior when the user interacts with the game.
* Hurdles, stones, bananas, coins, etc., are non-playing characters in the game.

|  |  |  |
| --- | --- | --- |
| Number | Character Name | What can this character do? |
| 1 | none | none |
| 2 | none | none |
| 3 | none | none |
| 4 | none | none |
| 5 | none | none |
| 6 | none | none |
| 7 | none | none |
| 8 | none | none |

Draw your imagination of this game. What does this game look like?

* Draw the game either on your computer or on paper.
* Add images of the game scenes to show each of the playing and non-playing characters at least once.





C:\Users\intel\Desktop\WhiteHatJr\c43\spider.png

C:\Users\intel\Desktop\WhiteHatJr\c43\skeleton.png

How do you plan to make your game engaging?

Ans-By adding scoring systm and adding animations