



FOSSCODY-1.0

Project Proposal

About.....

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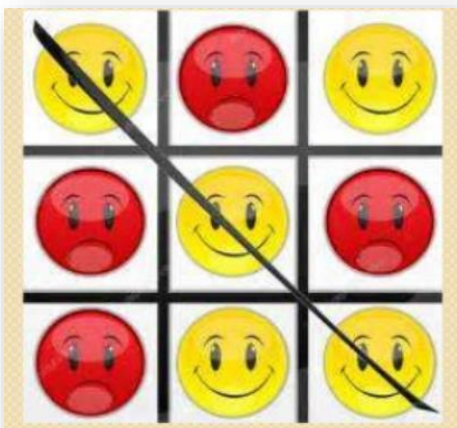
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Introduction.....



Implementation of the game Tic-Tac-Toe

This documentation is in support of the Tic Tac Toe application. Tic Tac Toe is one of the popular and the oldest game ever played. It is a simple game using method of filling up a 3x3 grid with 'X' and 'O'.

How to play

- Tic tac toe is a game between two people (In this programme between player 1 & player 2).
- There is a 3 x 3 grid with 'X' and 'O'.
- There are numbers from 1 to 9 on the grid. We can enter the single number from it.
- The person who enter the number first, become a player 1, next player be the player 2.
- So they can play by entering number one after one.
- When player 1 or player 2 has filled one whole row or column or diagonal with same character ('X' or 'O'), win the game.
- If none wins, then the game is shown, "Game draw".

Proposed Solution....

The game Tic-Tac-Toe is a most popular game. The solution for this game is to implement the game as a console application. There are four major parts of our programme.

- ✚ Char type global variable
- ✚ Check win Function
- ✚ Board Function

✚ Main Function

Tools and Technologies....

The designed uses soft computing techniques programmed using a Javascript, HTML, CSS, C++ and Java. But I suggest to implement this game by using C++ programming.

Challenges....

Only hard work is to make similar character in one row, column or diagonal.