

# Game Design Document

Fill up the following document

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1. Write the title of your project.

TTT (Tic - Tac - Toe)

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2. What is the goal of the game?

To get three of your pieces (X or O) next to each other.

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3. Write a brief story of your game.

No Story

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4. 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	They can mark their positions with the 'X' symbol
2	O	They can mark their positions with the 'O' symbol
3		
4		
5		
6		
7		
8		

6. 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.

There are no NPCs in the game.

Number	Character Name	What can this character do?
1		
2		
3		
4		
5		
6		
7		
8		

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.

X	O	X
	O	O
X	O	X
X		X
X	O	O
X		O

X	O	O
O	X	X
X	X	O

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How do you plan to make your game engaging?

I plan to make the game more engaging by using most of the gaming elements. I also want to add a lot of sound and animation to make it more engaging.