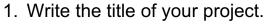
Game Design Document Fill up the following document



TTT (Tic - Tac - Toe)

2. What is the goal of the game?

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

3. Write a brief story of your game.

No Story

- 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	0	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.

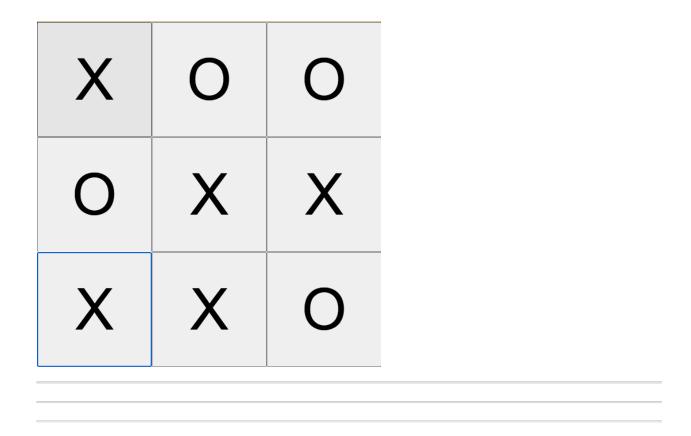
There are no NPCs in the game.

There are no target and 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	0
X	0	X
X		X
X	0	0
X		0



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.