

## Project Title:

Online Multiplayer Tic-Tac-Toe

## Team:

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## Project Objective:

The goal of this project is to implement an online multiplayer Tic-Tac-Toe game using a client-server architecture capable of at least two simultaneous clients

## Scope:

### Inclusions:

- Server-Client architecture
- Turn-based gameplay
- win/draw conditions
- 3x3 grid for the tic-tac-toe board
- Circles for one player, X's for other player
- Multiplayer capability
- Error-handling
- Client arguments
- Server arguments

### Exclusions:

- Chat between players
- Graphical-user-interface
- Grids larger than 3x3

## Deliverables:

- Server python script
- Client python script

## Timeline:

## Key Milestones:

- (Sept 22-Oct 06) Create foundation for client and server
- (Oct 06-Oct 20) Implement functionality for client to connect to server
- (Oct 20-Nov 03) Implement functionality for multiple clients to connect to the server
- (Nov 03-Nov 17) Implement the gameplay and rules of tic-tac-toe
- (Nov 17-Dec 6) Implement error handling and thoroughly test

## Technical Requirements:

### Software:

- Python
- Sockets
- Select

## Assumptions:

- I am assuming that the gameplay aspect will be easy to implement, but most of the hard work will be getting multiple clients to connect to a server and play at the same time.

## Additional Notes:

- I am operating as a group of 1.