UW Collegiate  
Computer Science 40S  
Graduation Project 2017

As a group create a GUI based Tic-Tac-Toe game. Success will be achieved if the game cannot be beaten by a human opponent.\

One stipulation: The game logic must be accomplished using a tree data structure.

Phase 1: Choose development language and environment, and version control

* + Java
  + Netbeans
  + Github
  + MVC design pattern

Phase 2:

3 division

1. Gui
2. Game logic
   1. Tic-tac-toe rules
   2. Each time a cell is clicked by the player or new state is returned by the model
      1. Gui asks game logic or model asks game logic
         1. Is this a legal move?
         2. Is this a win
         3. Is this a lose
         4. Is this a draw
         5. Is this a continue
      2. Controller sends message to model with new state asking for computer move
3. Machine logic
   1. How the computer decides its next move (must be done using a tree data structure)
   2. When a request is received the next move is computed and sent back to the controller

How will we approach the development of these three things?

* Division of labour model. ~~Redundancy? Can someone work on more than one module?~~
* Each member has one primary responsibility. It is expected that each member will participate in other areas as needed/they want to.

Who’s doing what?

* GUI: Joseph, Orion
* Game Logic: Colin
* Machine Logic: Thomas, Creston

Updates: first few minutes of each class, everyone has committed to arriving to class on time for the next 6 classes

Version control: Thomas, using git and git hub.

* Day 1: tutorial, get everyone onto github and create the project folder local and remote.

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Day 2: