Tic-Tac-Toe

Project Description

Group SM-3

*Overview*

Drawing from the battleship example in TRACs, we’ve chosen to create a game of tic-tac-toe. The program will present three options from the main menu: single player (easy and hard mode), two-player (between two users), and leaderboard stats. There will be an option for the traditional 3x3, along with 4x4 and 5x5.

*Design*

Easy mode will involve the program randomly selecting an empty square. Hard mode will follow a simple algorithm to increase the program’s chance of winning. The program will open to a menu where a user chooses the gaming mode, or to view the leaderboard.

*Live Play*

In single-player mode, the user chooses their icon (X or O). In two-player mode, the icon and first move are determined by a virtual coin flip; also each icon alternates automatically, as the players will share the same screen. Should a user choose to quit a game early, the game is considered a loss.

*Desired Features*

Given the month to complete the project, we are considerate of time constraints, but would like to add a two-player mode from distinct hardware. Given that this will require a connection (LAN or WAN to be determined). In addition to this remote gaming mode, we’d also have a chat log for in-game play.