

- 1. Program Design (Mock up)
 - a. User Interface
 - i. Choose figure

Choose your figure

X

O

- ii. Turn Phase (COM first)

Your figure is X

X

O

O		

Restart Game

- iii. Turn Phase (Player first)

Your figure is X

X

O

Restart Game

iv. Player Win

Your figure is X

X

O

You Win!

	X	
O	X	
O	X	

Restart Game

v. Player Lose

Your figure is X

X

O

You Lose!

O	X	X
O	X	X
O		O

Restart Game

vi. Draw

Your figure is X

X

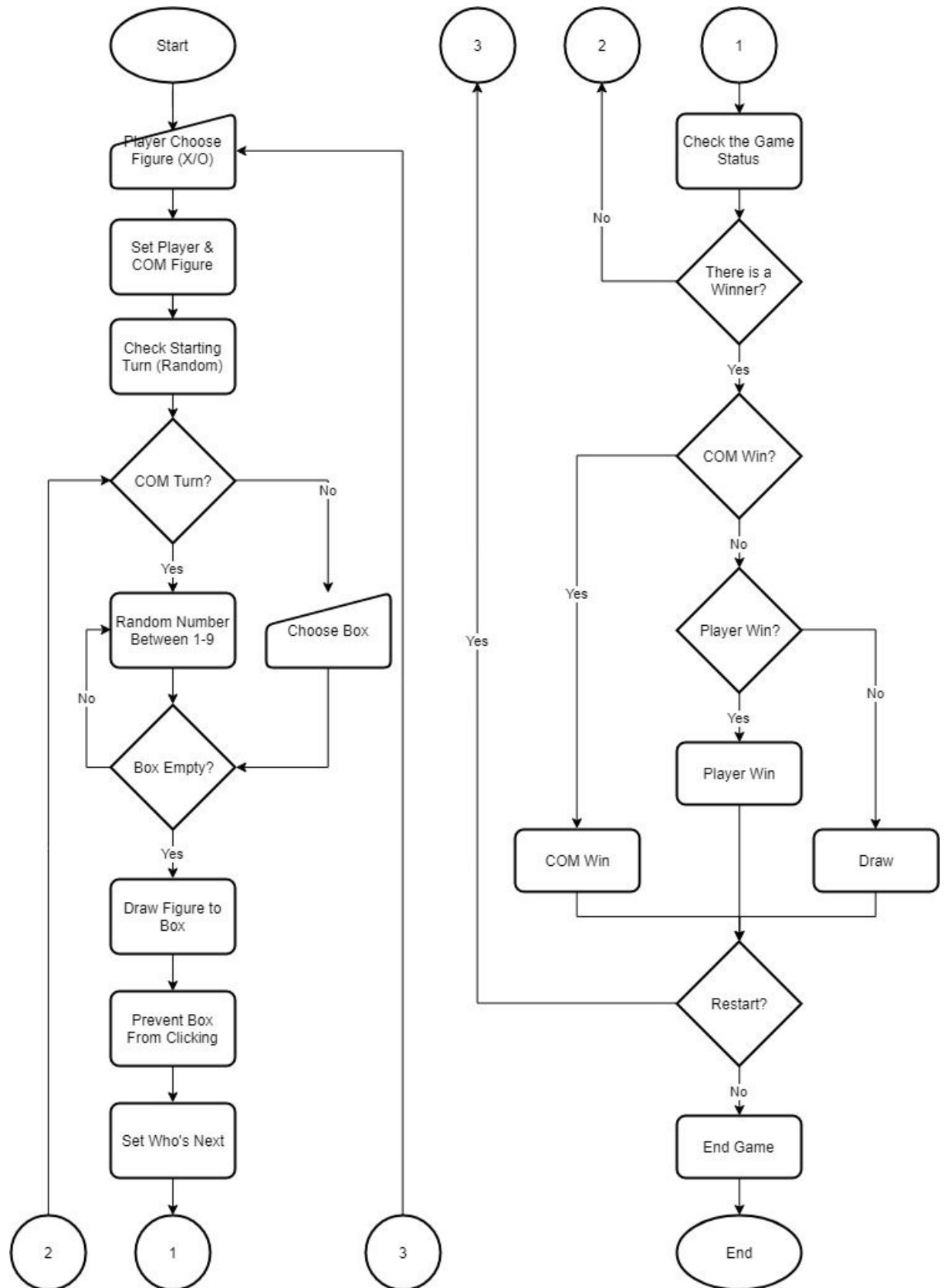
O

Draw!

O	X	O
O	X	X
X	O	O

Restart Game

2. Flowchart



3. Explanation

- a. First, User/Player choose his/her figure
- b. Then system will set the figure for Player & COM
- c. After that, system will generate random number between 0 and 1.
If the number is 0, then COM move first. Else, Player will move first.
- d. If COM move, system will generate random number between 1 until 9. If box with the same number is not empty, system will generate another number. Else, system will draw COM figure to the box.
- e. If Player move, Player must choose the box. System will check the box. If box is empty, system will draw Player figure to the box. Else, Player must choose another box.
- f. After Player/COM turn, system will prevent the box from using in the next step (disable click event for Player for the box).
- g. After that, system always checking who's next turn and game status.
- h. If game status already have a winner, system will generate the result. Else, COM & Player must finish the game.
- i. If game already finish, Player can choose to restart or not. If restart, Player will play from the beginning. Else, game over.