**BAHRIA UNIVERSITY, (Karachi Campus)**

*Department of Software Engineering*

PROPOSAL

**Course Title:** Computer Programming  **Course Code**:CSC-113

**Course Instructor:** Engr. Muhammad Faisal **Class**: BSE-1(B)

**Lab Instructor:** Engr. Ramsha Mashood **Date:** 10-12-2022

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| ***PROJECT TITLE:***  Tic-Tac-Toe Game in C#. |
| ***GROUP MEMBERS LIST:***  Abdul Wahab Aslam <Team Leader>  Abdullah |
| ***PROJECT SCOPE:*** This game is played by anyone of any age of any gender. This strategy game, also known as Noughts and Crosses, is more common among kids to help them develop their planning, problem-solving and cognitive skills. It can be played as a classic paper-and-pencil game or even as a computer game. |
| ***PROJECT ABSTRACT:***  A very straightforward two player game is tic tac toe. Therefore, only two people can play at once. This game is often referred to as X (s)and O (s) or Zeros and Crosses. While the other player uses O, the first player uses X. A 3X3 grid serves as the playing board in this scenario. There may be more grids than there are now. |

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| ***PROJECT FUNCTIONALITIES:***  In a 3x3 grid, the game's two players alternately place their own symbols. The game is won by the person who successfully arranges three of their symbols in a horizontal, vertical, or diagonal row. The game concludes in a draw if either player fails to comply. These are some rules.   * + Traditionally the first player plays with "X". So, you can decide who wants to go "X" and who wants to go with "O".   + Only one player can play at a time   + If any of the players have filled a square, then the other player and the same player cannot override that square.   + There are only two conditions that may be match will be draw or may be win.   + The player that succeeds in placing three respective marks (X or O) in a horizontal, vertical, or diagonal row wins the game. |
| ***MODULE DISTRIBUTION:***  ***Admin Module:***   * Admin of the system can update the player’s score. * Admin of the system can maintain the record of player and high scores.   ***Player Module:***   * The players can see the game table and start playing. * They can place appropriate Crosses or Noughts on the table. * Players can view the result at end and view their Scores. |

**Teacher Signature**: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Remarks**: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**10-12-2022**

**Submission Date**: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_