

INFINI TIC-TAC -TOE

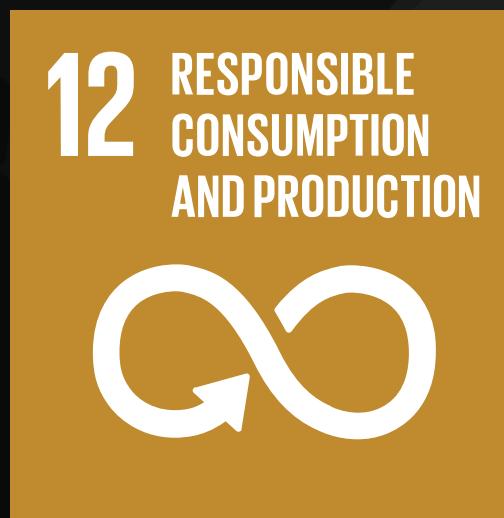
Presented by: Michel Catienza & Amiel Faller

Introduction

- The youth of today are known to always be surrounded by cell phones and television screens which makes them the generation that is most exposed to digital media. With the many advantages digital media gives us, many are still unaware or remain oblivious to their excessive consumption of energy and media. In order to help in increasing their knowledge and raise awareness, implementing societal issues in certain media and games have become the norm.



Sustainable Development Goals



SDG 12

Responsible Consumption
and Production



SDG 13

Climate Action

Project Objectives

Objective 01

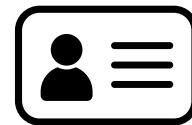
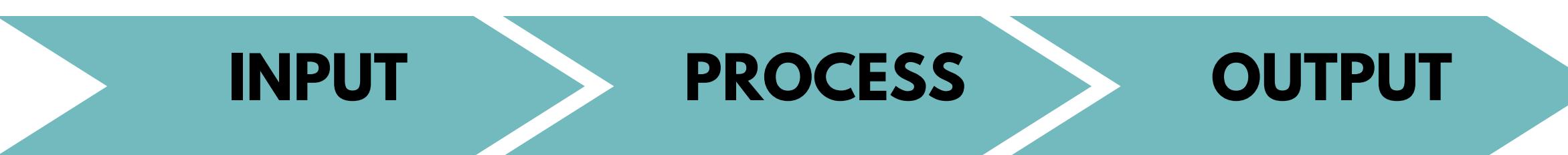
Increase the replayability of Tic-Tac-Toe while staying true to the classic game mechanics but with a slight modern twist.

Objective 02

Raise awareness to issues relating to the consumption and conservation of electrical energy, and how excessive use can affect the environment.



Conceptual Framework



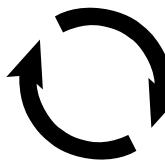
Player Name

Accepts user input for personalized player names



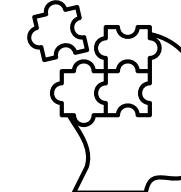
Button Clicks

Listens for user action during gameplay



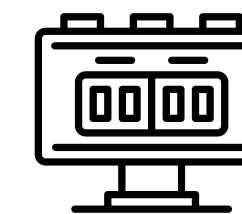
Turn Management

Updates player turn after each move



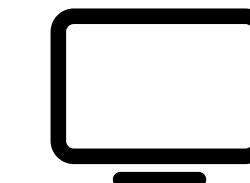
Memory Management

Remembers a certain number of moves until deletion



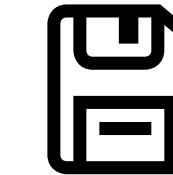
Score Tally

Keeps track of players' scores in each round



User Interface

Simple Game UI



Score Saving

When quitting after rounds, asks the user to save final score

Project Definition

- ***Java Abstract Window Toolkit (AWT)***. The game project utilizes the `java.awt` import to create some of the UI of the game panel. This also was used to call event handlers such as `ActionListener` in order to check whether or not the buttons have been pressed, and what action to take when pressed.
- ***Java.util Library***. Used for the memory aspect of the code, specifically using `ArrayList`, in order to remember the users' button input at a certain threshold before deleting it to keep the game going.
- ***Java Swing Library***. Used to also create the UI of the application, with the assistance of the Java AWT library.
- ***Javax.io Library***. Used for File CRUD, however, only the file save option was used in this project.
- ***Game Assets***. The assets used for the game application were created with Canva and Piksel.

THANK YOU

For listening to this presentation