

# Tic Tac Toe

## Game Design Presentation

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A casual game for all ages  
Windows, Linux, and Mac  
Coming Summer 2020

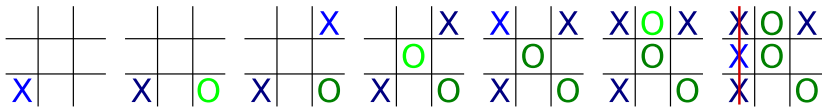
February 22, 2020

# Game Summary

- Unique take on a classic game
- Play in a variety of stunning environments
- Single and multiplayer
- Speedrun mode to give experienced players an added challenge
- Free and open source

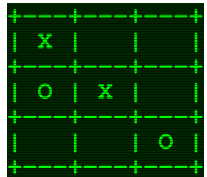
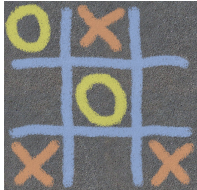
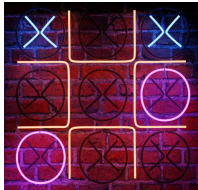
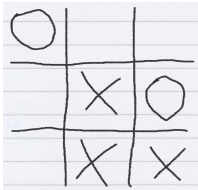
# Gameplay Overview

- Players take turns placing their mark in a  $3 \times 3$  grid
- First player to get three marks in a row wins
- Cat's game occurs if all the free spaces are exhausted



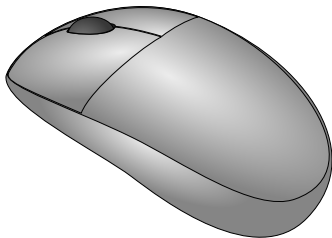
# Environments

- Tells the past, present, and future story of Tic Tac Toe
- Strong visual themes and complementary soundtracks
- Key differentiation from other Tic Tac Toe games
- Over 20 beautiful environments
- Each game takes place in a different environment



# Controls

- Keyboard and mouse
- Select squares with left click or the numpad
- Escape to open the game's menu
- Access game options and credits from game's menu



# Monetization

- Free
- Open source with code hosted on GitHub
- No advertisements or tracking



# Production

- Programmed using Rust, Piston, and open\_ttt\_lib
- Make prototype to reduce risk
- Launch Summer 2020
- Additional environments added in future releases

