
Tic Tac Toe Game Design Document

Rev. A draft 1

James Richey

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INTRODUCTION

1.1 Purpose of this Document

1.2 Scope of the Project

1.3 Overview of this Document

CHAPTER
TWO

OVERVIEW

USER INTERFACE AND CONTROLS

ENVIRONMENTS

4.1 List of Environments

4.1.1 Notebook Paper and Pencil

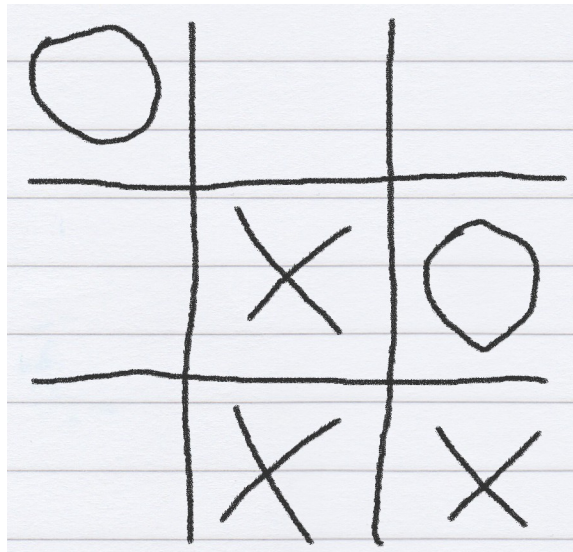


Figure 4.1: Concept art for the Notebook Paper and Pencil environment.

Color Scheme Dark graphite on white or light yellow paper

Music Theme TODO

TODO

Variants

- Notebook paper background
- Engineering paper background

4.1.2 Pen on Scrap Paper

Color Scheme Black or dark blue ink on white paper

Music Theme Gospel / churchy

TODO

Variants

- Blue, black, or red ink for the grid and marks
- Bank deposit slip background
- Store receipt background

4.1.3 Neon Sign

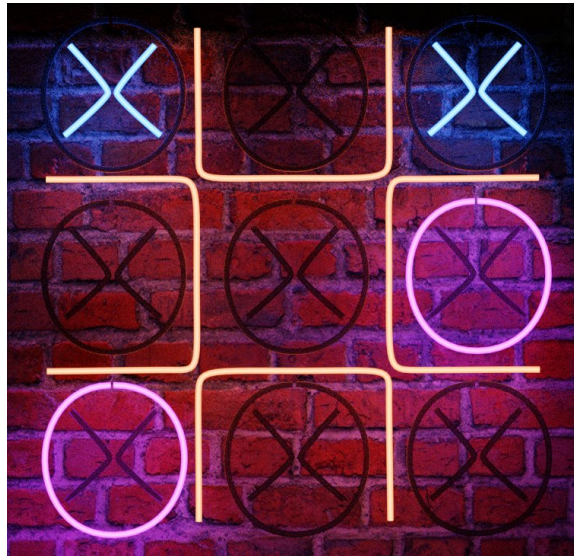


Figure 4.2: Concept art for the Neon Sign environment.

Color Scheme luminescent orange, pink, blue

Music Theme 80's electronic

TODO

4.1.4 Early Computer

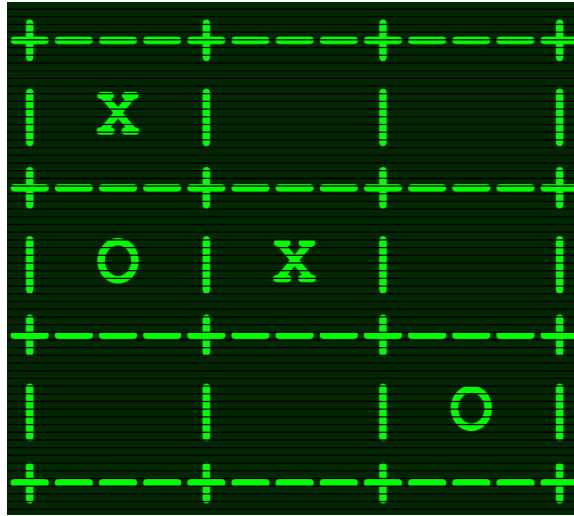


Figure 4.3: Concept art for the Early Computer environment.

Color Scheme green or amber on black

Music Theme 8-bit electronic

TODO

Variants

- Green marks and grid
- Amber marks and grid

4.1.5 Sidewalk

Color Scheme pastels including blue, yellow, and orange on gray

Music Theme Fun, upbeat

TODO

Variants

- Grid and mark colors randomly picked from pastel palette

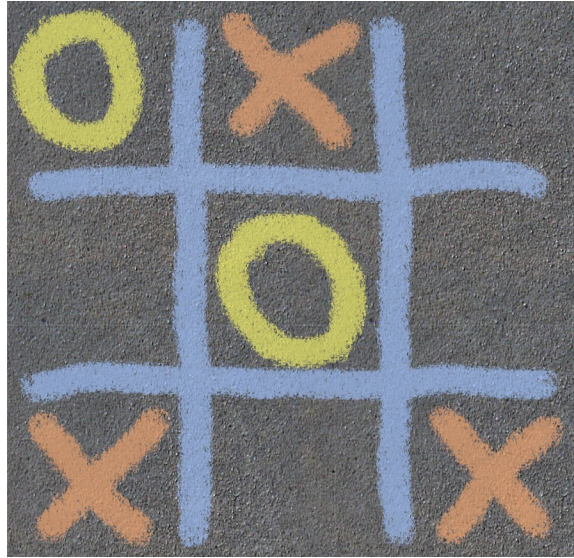


Figure 4.4: Concept art for the Sidewalk environment.

4.1.6 Papyrus Paper and Fancy Calligraphy

Color Scheme Black on faded tan

Music Theme Something classical

TODO

LICENSE COMPLIANCE

TECHNICAL DESIGN

GLOSSARY

cat's game Term used when a game of Tic Tac Toe ends in a draw where there is no winner.

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cat's game, [15](#)