**TIC TAC TOE (v1.2)**

Use Case, UML, Sequence Diagrams

**UML Diagram**

A screenshot of a computer

Description automatically generated with medium confidence

**A picture containing qr code

Description automatically generatedUse Case Diagram**

**Sequence Diagrams**

Graphical user interface, diagram, application

Description automatically generated

A picture containing graphical user interface

Description automatically generated

Timeline

Description automatically generated with medium confidence

A picture containing graphical user interface

Description automatically generated

Contributions and Time Spent

**Jeremiah** – (20 hours) Refactored the scene object spawns to make them uniform and iterative. Added random/naïve CPU player. Bug fixes for game status detection. Adjusted colors and menu fonts and added animations and sounds. Added error checks for user input.

**Rural** – ( hours)

**Kymberlee** – (7 hours) Updated the UI Menu so that the player may play “single player” and choose “basic” difficulty against a basic bot as well as added input fields so that the player may input m, n, k to customize their board and win conditions. Additionally, updated UML and use case diagrams and created sequence diagrams.

Commit Log