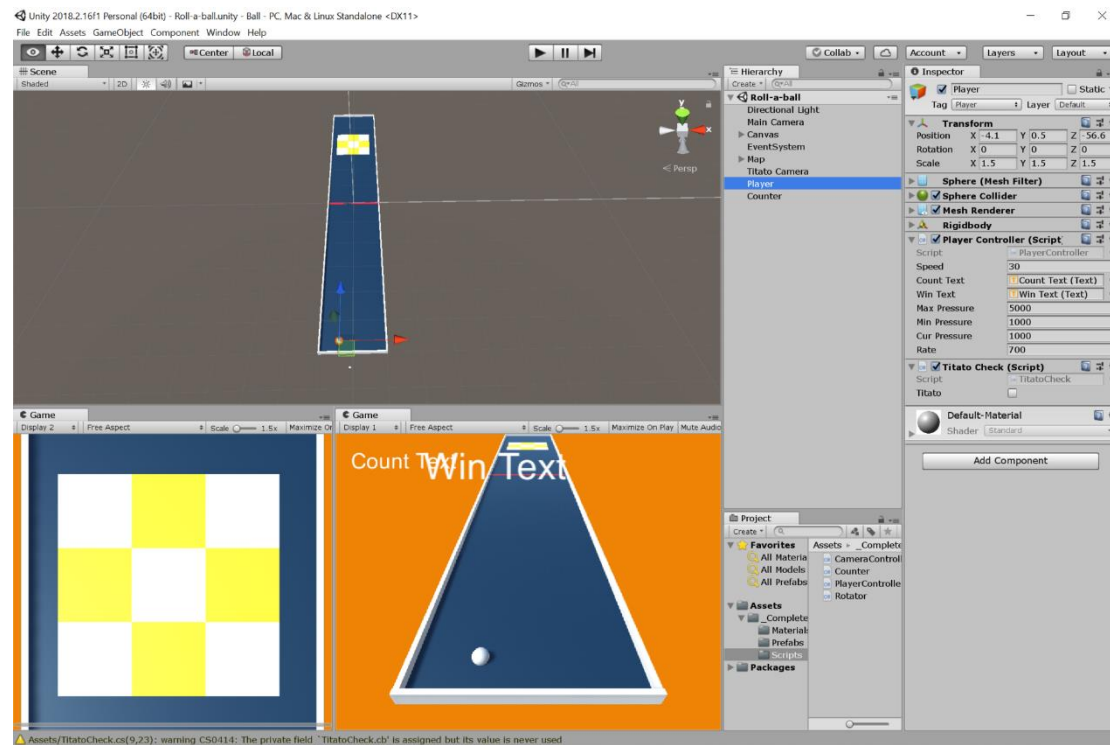
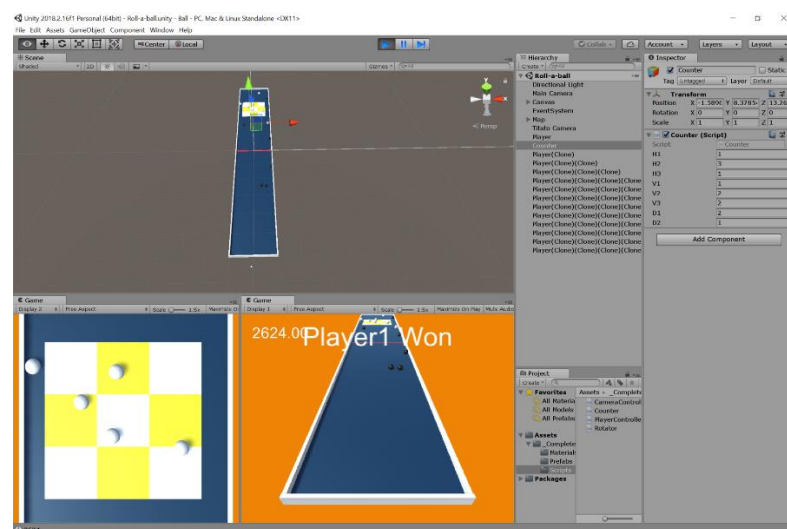
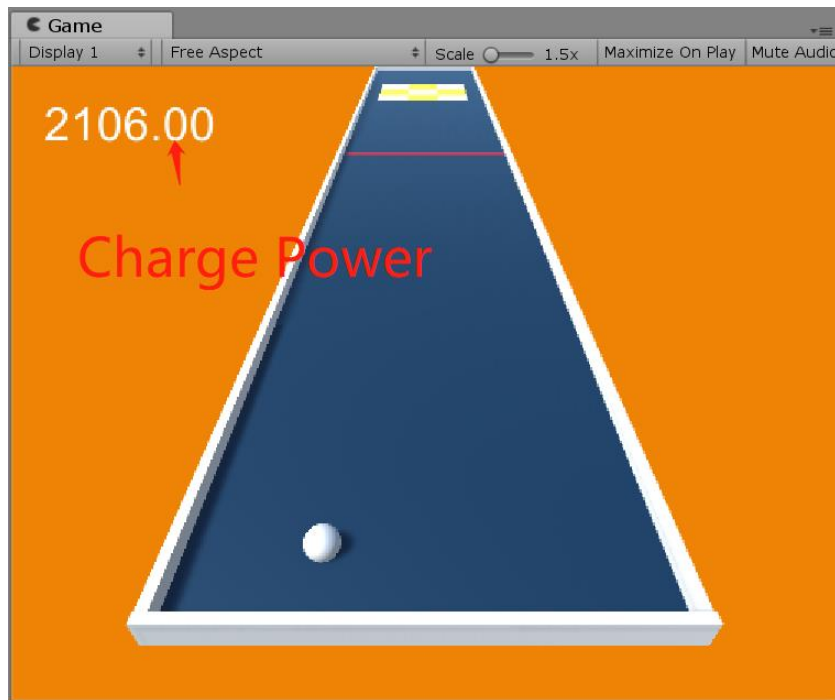


This is my first unity project that I worked on. The idea of making a Tic-Tac-Toe project came to me when I was in class. It seemed like a challenging project, and I thought it would make a fun game to play with friends. The rules are simple and the same as Tic-Tac-Toe in real life. To win, one needs 3 X's or O's that form into a line, then they win! I found that after a couple game I could improve it, so I added the element of curling as an added challenge. Instead of just placing an X or an O, the player needed to adjust for the strength of a throw and what balls were in the way of it.

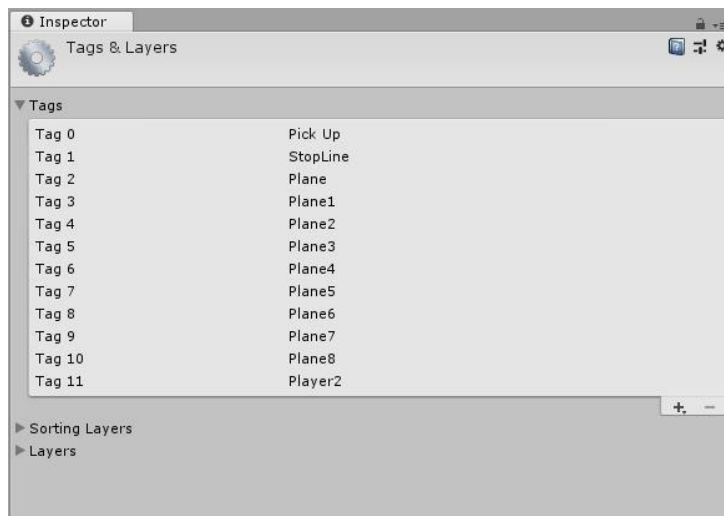


At the beginning of my project, I was trying to use Roll A Ball from the Unity tutorial as my base. However, I found that using the key to roll the ball wasn't very intuitive. As a change, I made the mouse the controller for the movement of the ball. The left click charges the power and the Count Text in the top left corner tells the player the power of the throw. While The cursor of the mouse will determine where the ball rolls to.





I use tags to separate different game objects. Such as the balls of the different players, which are black and white and the different areas of Tic-Tac-Toe. I do this, so the counter will save different results from different player's balls. And I use different static variables to avoid the counter counting twice or more when there are two balls that are from the same player on the same block.



```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public static class TitatoStatic {
    // vertical  1 2 3
    //           3 X X X
    //           2 X X X
    // horizontal1 X X X

    public static int horizontal1 = 0, horizontal3 = 0, horizontal2 = 0;
    public static int vertical1 = 0, vertical2 = 0, vertical3 = 0; //
    public static int diagonal1 = 0, diagonal2 = 0; // diagonal1 X
    //           X
    //           X

    //public static int TotalBallNumber = 1; //Total ball number that can throw.
    //Player 1 Ball counter variables
    public static int PlayerSamePlayerBall = 0, PlayerSamePlayerBall1 = 0, PlayerSamePlayerBall2 = 0, PlayerSamePlayerBall3 = 0, PlayerSamePlayerBall4 = 0;
    public static int PlayerSamePlayerBall5 = 0, PlayerSamePlayerBall6 = 0, PlayerSamePlayerBall7 = 0, PlayerSamePlayerBall8 = 0;
    //Player 2 Ball counter variables
    public static int Player2SamePlayerBall = 0, Player2SamePlayerBall1 = 0, Player2SamePlayerBall2 = 0, Player2SamePlayerBall3 = 0, Player2SamePlayerBall4 = 0;
    public static int Player2SamePlayerBall5 = 0, Player2SamePlayerBall6 = 0, Player2SamePlayerBall7 = 0, Player2SamePlayerBall8 = 0;

    public static int PlayerNumber = 1;

    public static bool SomeoneWins = false;
}

```