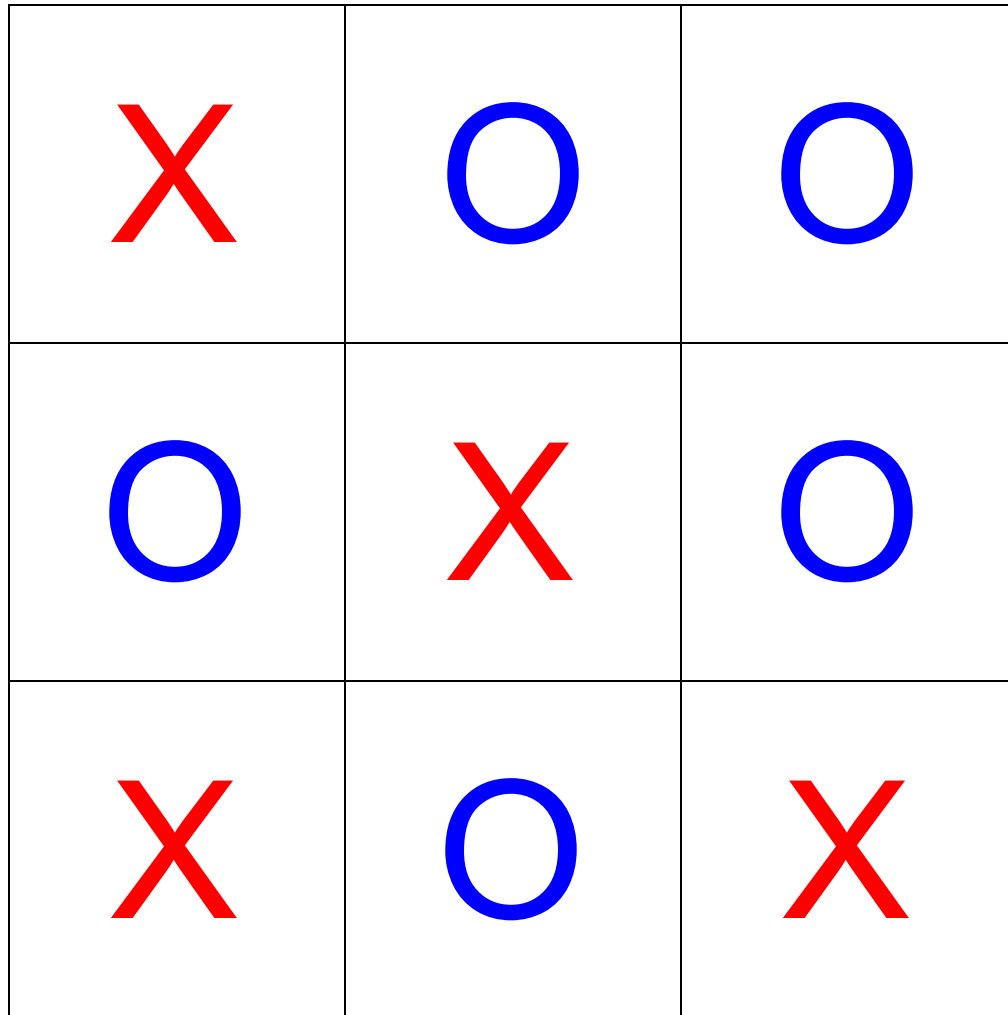


Tic-Tac-Toe

User's Manual



Welcome, and thank you for downloading Tic-Tac-Toe!

We at SJR Enterprises had a great time developing this game for Android and we hope that you enjoy playing our product as much as we did making it!

- SJR Enterprises

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1) Introduction

This tic-tac-toe Android mobile game will allow players to play a tic-tac-toe game against another human player, or against the computer.

To start a new game first press:

- Play with a Friend

Or press:

- Play with AI
- Then select Easy, Medium, or Hard difficulty

Player 1 is always X

During Play with a Friend mode, the win condition sounds will play victory sound whether player 1 or player 2 wins. During Play with AI mode, victory sound only plays when Player 1 (the human player) wins.

Additionally, at any time while on the game board screen you may press the cog on the top right to select a Board theme.

2) Tic-Tac-Toe (Basics):

2a) *How to Play:*

Tic-Tac-Toe is a simple game. The object is to get three X's or O's in a row depending on which side you are playing, and also to try to prevent the opposing player from getting three of their characters in a row.

First you will choose a square on the 3x3 grid to place your move. You should choose a place that is possible to have 3 tiles in a row, so going in a place where there was only 1 adjacent free tile would not be a good move.

After placing your tile, the opponent places theirs. Each player then takes their turn placing tiles until either 3 of a kind are in a row, or the whole grid is filled resulting in a tie.

2b) *Game End:*

On the completion of one player scoring a 3 in a row.

- "Player X wins!"
- Press Reset to replay the match, or Exit to quit

2d) *Player vs. Player:*

PvP mode of two people using one mobile device.

2e) *Player vs. AI (Easy, Medium, Hard):*

Difficulty of AI can be adjusted.

Easy: AI places a random tile in an open space on the board.

Medium: AI sometimes places a random tile on the board in an open space, sometimes make the best choice to place a tile on the board in an open space.

Hard: AI makes the best choice all the time to play on an open space on the board.

3) Themes

Themes can be accessed by pressing the cogwheel in the top-right of the game screen.

3a) Color Themes

- *Orange and Purple*
- *VTC Green and Gold*
- *Green and Blue*
- *Red and Blue*
- *Robinhood Brown and Green*

3b) Image Themes

- *Jungle*
- *High-Tech*

4) About

4a) SJR Enterprises

Was founded by Sean, James, and Roselin at Vermont Technical College during the Spring semester of 2019. The order of the characters was only chosen because it sounded good. We used Android Studio and developed for the Nexus 5S build 27 standard.

We wouldn't mind continuing our company earnestly after this project because we work pretty well together and all have our own strengths. Additionally founding your own company is typically far better than working for somebody as long as you can make it work. You sacrifice some initial job security for much greater creative control, job satisfaction, and pay in the long run.

4b) *Contact Information*

Sean's Github page: <https://github.com/seanbinvt>

James' Github page: <https://github.com/jkilgus>

Roslyn's Github page: <https://github.com/Cattusorb>

Thank You!

- SJR Enterprises