Tic-Tac-Toe Design Documentation

Written by: Kelyan Wandji

Introduction:

My goal with this project is to focus on UI development and the different levels of difficulty for the single-player option.

Specifications:

I will be coding the project in python using VS code due to my familiarity with both. My goal is to have a fully functional tic tac toe game with an easy, medium, and impossible difficulty. I also want to have an Ui with a start screen, allowing users to select single-player or multiplayer. If the multi-player option is chosen, then users will switch off playing. If the single-player option is chosen, then the user will then select the level of difficulty of the AI: easy, medium, hard. I will be using external libraries in order to develop the GUI.

Functionality:

* Multiplayer: In my tic-tac-toe, two players will be able to play locally on the same computer, initially by inputting the row and column, and later by selecting their desired position on the board once the GUI is fully operational
* Single player: Users will also have the option to play by themselves against a AI with varying difficulty levels: easy, medium, hard
* AI: The AI will be coded with my implementation of the min-max algorithm, with different implementation depending on the level of difficulty selected by the user.

Libraries used:

* Will update as project progresses