CS112 Final Project Design Document

Our program is a 3D version of the commonly played Tic Tac Toe game. Contrary, to the conventional tic-tac-toe game, where users merely place Xs and Os in nine open slots, and win by having three of them consecutively, the 3 dimensional version will have 6 faces upon which a game can be played, and playing on one face affects the games in up to three games around it, altering the game in ways such that corner pieces are now involved in three games rather than one, making them more worthwhile to utilise, unlike the conventional game where the centre most square is most important. This game should be fun and involve more mathematical thinking, and game planning than conventional tic tac toe.

You will place your piece in the cube by clicking on the corresponding cube you wish to play your piece on. **Figure 1** shows how our game would look like in the middle of a game. The direction buttons to the left of the cube allows the player to be able to view and chose to place his/her counter on any part of the cube.

The cube will behave in such a way that if you place your move on the top right corner of one face, the same move will also be played on the top left of the face to the right of your chosen face and the bottom right of the face on top of the chosen face.

You will win the game once there is 3 of your counter in a row (or lose if 3 of the opponent's counters are in a row) and be met with a pop up stating who won the game. **Figure 2** shows situation in which Player O wins by having three consecutive O's in a horizontal row.

[We originally intended to create an Ultimate version of 3D Tictactoe, but due to time restraint, we decided to code just a 3D game. The graphics for the original ultimate 3D Tictactoe can also be found in the zip file under the folder named Ultimate 3D Tictactoe Graphics.]

Team Pi

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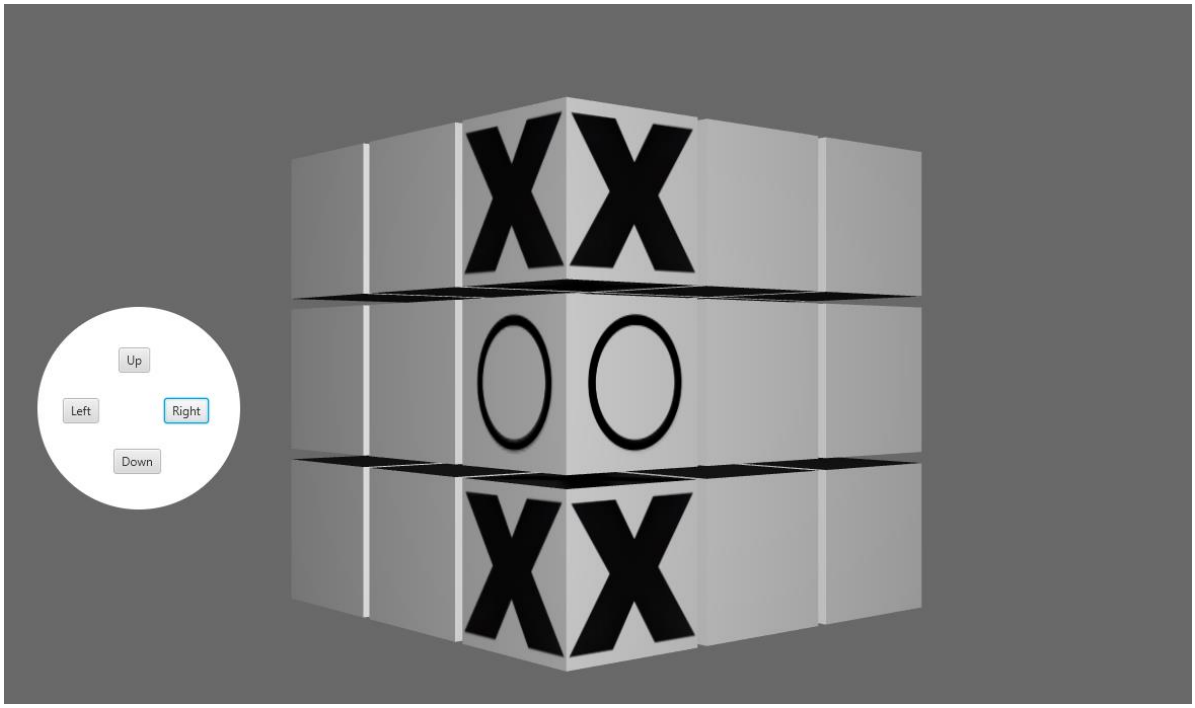

Figure 1

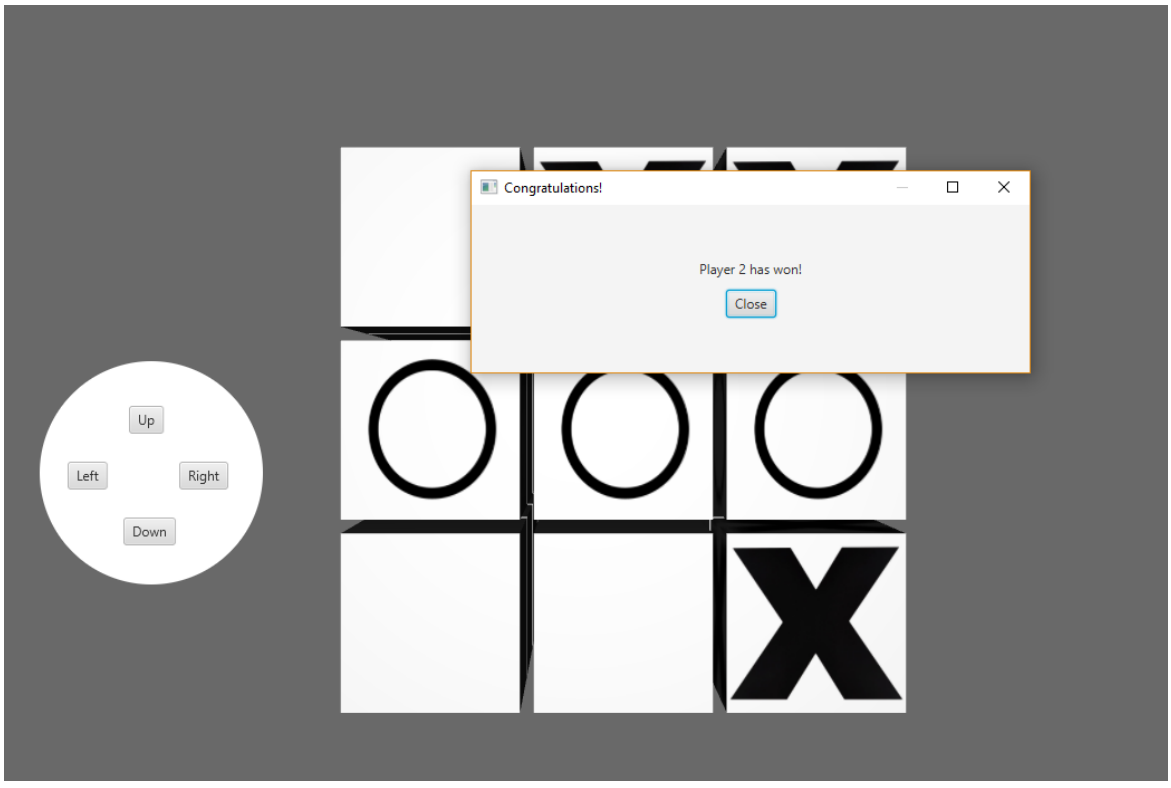

Figure 2