

# Extreme Noughts & Crosses

## Project Overview

Suggested by staff and pupils Eat That Frog ([eatthatfrog.ac.uk](http://eatthatfrog.ac.uk)), a specialist post-16 institution, the app was to incorporate 9 mini games of Noughts & Crosses within a larger game of Noughts & Crosses to achieve a game which worked on many levels, where pupils could play on their own or against a tutor during 1-2-1 sessions. The colour scheme was to be dyslexia friendly as per the "Dyslexia friendly style guide" the British Dyslexia Association ([www.bdadyslexia.org.uk](http://www.bdadyslexia.org.uk)) and was to be built using JavaScript, CSS and HTML only.

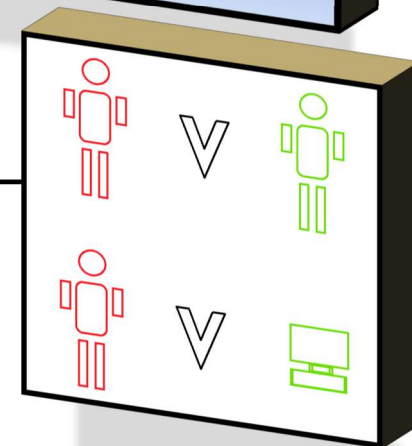
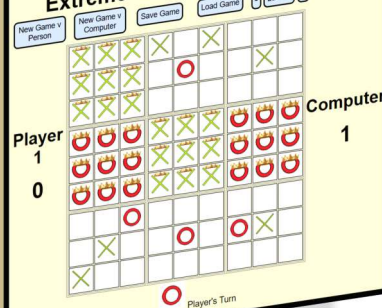
## Features

- Web based to work on multiple device type
- Play against local player or against the computer with 6 levels of difficulty
- Load and Save game with score and gameplay duration
- Visual indicator whose turn is next
- Link to WIKI page for TicTacToe (US name for Noughts&Crosses)
- Grid size is adjustable
- Dyslexia friendly appearance.

## Future development

- Further levels to be introduced
- Instructions / Multilingual support
- Auto complete for games that are draws
- Remote player capability
- User Customisations of names, colours, symbols

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Made With



Logos courtesy of pnggg.com

Play the game

