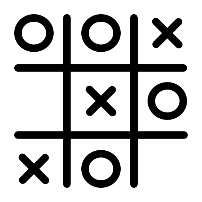
Introduction:

I intend to build a tic tac toe game. It is a game in which two players seek in alternate turns to complete a row, column, or diagonal with either three O’s or three X’s drawn in the spaces of a grid of nine squares. The screen will open to a grid with nine squares. The first player will press on a square, and the letter ‘X’ will appear in a colored background. The second player then presses on another square, and the letter ‘O’ will appear. This will continue until one of the players gets a row, column or diagonal with the same letter.

Best case scenario, it will open to a screen which asks the user to input their name and letter and remember it when that player wins. And remember the score of past games. I don’t think that I’ll be able to accomplish this though.

I anticipate that I will be employing variables, conditional statements and for loops (20s programming concepts). And methods, arrays and one class (30s programming concepts).

I anticipate that I would have trouble with checking if the user won using for loops instead of checking every space on the grid. I don’t think that I will be able to accomplish this, so I will most likely use an if statement instead.

Conclusion:

I achieved most of the goals that I set:

I created a grid with nine squares, I was able to make the X’s and O’s appear on the screen and I was able to accomplish the most difficult task that I set for myself; I was able to check to see who won. I was also able to accomplish a program that asked the user for their name and a letter. I didn’t think that I would be able to accomplish this because I had limited time to work on my program.

The most difficult obstacle that I encountered was a way to check if someone won. At first, I thought that using a nested for loop would be easier, but it didn’t check all three spots, instead I used an if statement (as I said in the introduction).

If I had more time, I would make a program that remembered the score of a user when they won a couple games and display it on the screen after every game. If I knew more concepts, I would make a leaderboard as well.

I think that my code is efficient (it does what I intended it to do), but I also think that there is always a better way to do something (I could have made it even better).

I learned how to use a matrix in more detail, how to use a JFrame, how to make a global class that is the parent class of all the other classes (main and tic tac toe).