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Software Dev1

System Proposal

Mini Tic Tac Toe Game

As someone who is learning Java for the first time and is relatively new at coding, I was honestly very nervous because I felt like I could not do a project that is advanced or fancy. However, after talking to a friend of mine, he made me realize that instead of trying to do something advance and potentially not finish it, I would try and do my first serious project that I completely master even if it's a simpler project. Although it might not be a project that is significant to real life, I wanted to do my java project on a game.

For my project, I wanted to work on coding a Tic-tac-toe game. Using the knowledge we have learned from class, my first step would be to complete a Tic-tac-toe game with two players. Merely creating a Tic-tac-toe is too simple, so I will add additional features that makes the code more complex than it is. The next step then will be to additional features. I was thinking of adding a feature that will take down the score or a feature that allows users to save. I tried and play several Tic-tac-toe to see if there were any special features and realized there was also a feature that makes you play against a computer. My last step would be to try and figure out if I can write a code that includes a computer.

Although it may be a more simpler project, this will not be an easy project for me and will definitely be a challenge. I will use what I learned from class, the logic associated with creating a Tic-tac-toe game, and good programming practice to complete my project. I hope through this project, I become a better programmer.

This is what I could think of so far but if you think it is way too simple, I could also try and make a two player card game instead of a mini Tic-tac-toe game. If not I will also want to do an efficient Airline Management System or something related to flight because as an international student, I fly a lot and would love to try and make an efficient airline management system.