Game Design Document

RESIZABLE TIC TAC TOE

The idea of building this game comes from the need to test, use and improve my abilities in Python programming. It is basically consisted as a Tic Tac Toe (Noughts and Crosses) where your game table size can vary. The bigger, most difficult it is to win the game. A maximum size was set to 144 squares. The game works with classes, lots of loops and logical thinking.

TARGET AUDIENCE:

As a puzzle game, I did not set a target audience to work with. It is a basic easy-playing game and can be used as a pastime for 2 or more people.

PLATFORM:

The game must run in a computer with a Keyboard, a Mouse (or Touchpad) and the Python and Pygame libraries installed (Python 2.7).

GENRE:

It is a puzzle game.

CORE GAMEPLAY:

Resizable Tic Tac Toe is a multiplayer game, played by 2 people at the same time. It is a competitive game with the objective of marking all your signs in a row (horizontal, vertical or diagonal). As mentioned before, the bigger the gameplay, more difficult it is to get to a winning situation.

The Keyboard and the Mouse/Touchpad basically do the game control. Mouse left-clicking will draw the player’s sign. User will need to use numbers of his/her keyboard to input the number of rows he/she wants in his/her game, as well as the Enter key to confirm some information and the Escape key if he/she wants to close the application. The first game created will show basic rules and the user can create as many games as desired without the need to re-open the app.

VISUAL STYLE:

As a simple visual game, it must follow the actual design trends and align simplicity and beauty. Used colors must not rush or put pressure onto the players as they need their time to think. Colors and standards follow the minimalism, avoiding shadows, heavy 3D effects and giving priority to flat shapes and screens.

Images used in the game are basically texts. Homestead was the chosen font to do such images.