

OUTLINING OUR

PROJECT GOALS



DEFINING OUR PROJECT GOALS

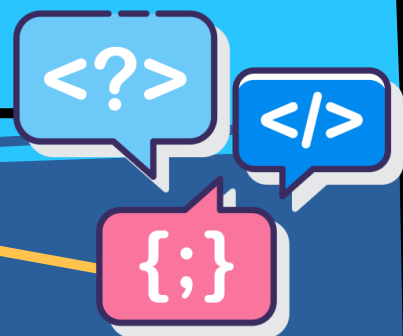
We want to play a Tic Tac Toe game, where you control the symbol "X". You are playing against the CPU who is "O". We want to display the tic tac toe game board using an array with placement switch statements. The goal is to let the user know if the game was tied, if the player won or the CPU won or either loses. As well as asking the user if they would like to play again and keep track of scores.

THROUGH THESE TECHNIQUES:

- 1 `import java.util.Random`
- 2 `import java.util.Scanner`
- 3 `import java.util.List`
- 4 `import java.util.Array`
- 5 `import java.util.ArrayList`
- 6 `import java.io*`

FEATURES WE WANT TO INCLUDE

- Display some sort of cpu move, random number generator.
- Make sure to make invalid statement when a spot is taken and ask the user for another number input and for the cpu as well.
- make an array list of win/lose conditions and ties as well.
- loop the game until the game is over, and loop the game for a new game. if no, then end the program. keep score of win and losses.



MOCK-UP



TESTING THE PROGRAM

Making sure the game runs well for all cases for the CPU, and the Player. Checking for some errors in the program and making a judgement for needed improvements.

DOCUMENTING THE PROGRAM

Making sure everyone in our group understands everyone's coding so they can build off for the next steps to complete the game. Also helps our audience understand and not confuse how the game is structured.

