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Project: TicTacToe

October 21, 2014

**TicTacToe Guide**

As all typical TicTacToe games, this one will have the same functions. In this game, player one will be the X and will start off the game by placing the X inside in one of the 9 squares, only once. The second player will be the O. The second player will place the O after every single turn of the first player. Once the first player or second player place their X or O in one of the grids, they can’t place it in the same grid again. Say X placed in on the corner of the grid, the second player cannot place it there anymore. As the players continue to place their objects, the grid will be getting smaller and smaller until all 9 grids are taken. How do you win this game? Ok, the key of this game is to line up the objects in horizontal, vertical, or diagonal way. Obviously, the opponent is going to try to block the other player from wining by intervening its way of making a horizontal, vertical, or diagonal line from its own object.

Switching to Computer language. In order to start the game, you first have to compile the whole code to make sure it runs. The way you compile the code is by javac TictacToeMain in the terminal windows. If it compiles, run it by java TictacToeMain and it will display the TicTacToe board game. The way you interact with the computer is by commanding by putting 1 or 2 in terminal windows. 1 meaning playing against the computer and 2 meaning playing with somebody else. As you play, the computer will recognize who is who and at the end, it will know whether the game was a draw or a win. Enjoy the game!