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Project 2

Project Document

# Diagram Description automatically generatedActivity Diagram

When designing a game of tic tac toe, one should consider different the directions of how players win, lose, tie, and what relates to them. In order to win, there must be three X/O’s in a row, diagonally, or in columns. With that said, one might deduct that they must create a function that should check for “3 in a rows”. Additionally, a function that maintains check of the game would constantly be called in order to check if the game has been won or tied. A function that initially handles the user’s selection of the game mode would also be implemented. The Mode can switch from player vs player to player vs computer based off of what was selected.

I started off by creating the skeleton of the project using HTML. I included where I wanted my chart to be, timer, buttons, title. I formatted the screen so that it was centered and additionally edited the interface by using css to add background colors and colors of text. Using JavaScript, I generated functions that handle the wins, game state, computer moves, game modes, and handling of each box selected. The timer is using real time and records when the game first starts and when it finishes.