Tic-Tac-Toe Documentation

Process Description and Solution Specification

A board is drawn and two players decide who will be assigned tokens. The player assigned X goes first and the player assigned O goes second. Players take turns placing their tokens on the board while trying to get their tokens to line up and/or keeping the other players tokens from lining up in a line of three. The player that achieves a line of three tokens wins. If neither player lines up their tokens, it is a scratch.

The user decides whether the game is played with a human opponent or a computer opponent. The computer opponent is equipped with the information of past winnings in order to decide where to place its tokens.

Classification



Class Diagram(/Domain Modeling)

