

DSD - PROJECT PROPOSAL

Digital Pirates

- 19/ENG/010 • 19/ENG/039
- 19/ENG/016 • 19/ENG/044





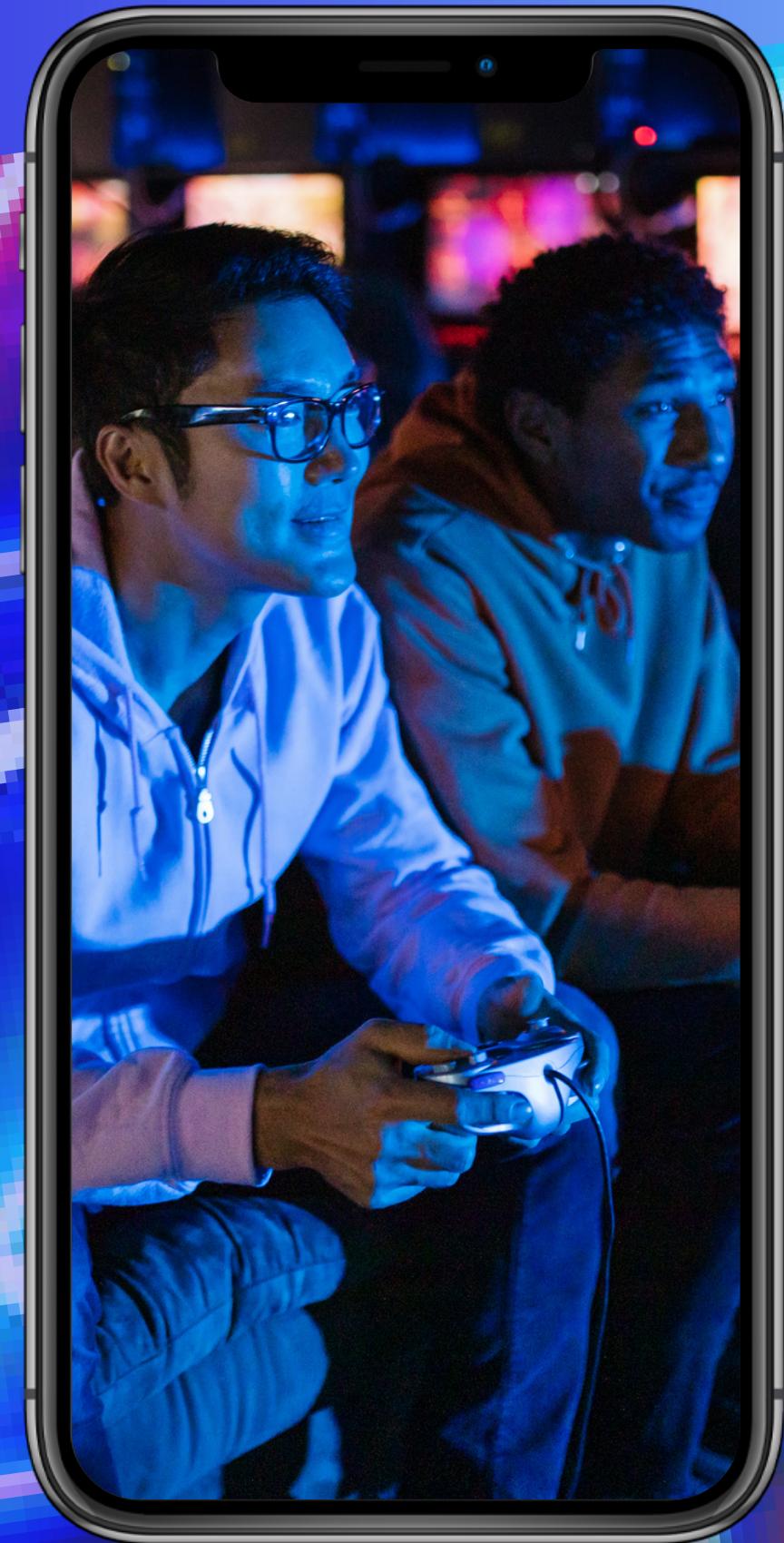
Introduction

- **Tic-tac-toe** (also called "noughts and crosses" or "Xs and Os) was initially introduced as a paper-and-pencil game for two players who take turns marking the spaces in a three-by-three grid with **X** or **O**.
- The player who succeeds in placing three of their marks in a horizontal, vertical, or diagonal row is the winner.
- In the present, this can be seen with different grid sizes like **4x4**, **5x5**.. and different number of marks to be in line.
- It is a solved game, with a forced draw assuming best play from both players.





Rules of the game



» Rules for 3x3 Tic-Tac-Toe

The game is played on a grid that's 3 squares by 3 squares.

if one player use **X**, another player use **O**. Players take turns putting their marks in empty squares.

The first player to get 3 of their marks in a row (up, down, across, or diagonally) is the winner.

When all 9 squares are full, the game is over. If no player has 3 marks in a row, the game ends in a tie.

» Rules for 4x4 Tic-Tac-Toe

The game is played on a grid that's 4 squares by 4 squares.

If one player use **X**, another player use **O**. Players take turns putting their marks in empty squares.

The game is won by the first player to get four of their pieces on the same row, column, or diagonal (2 main diagonals only).

If the board is full and neither player has won then the game is a draw.



Implementation

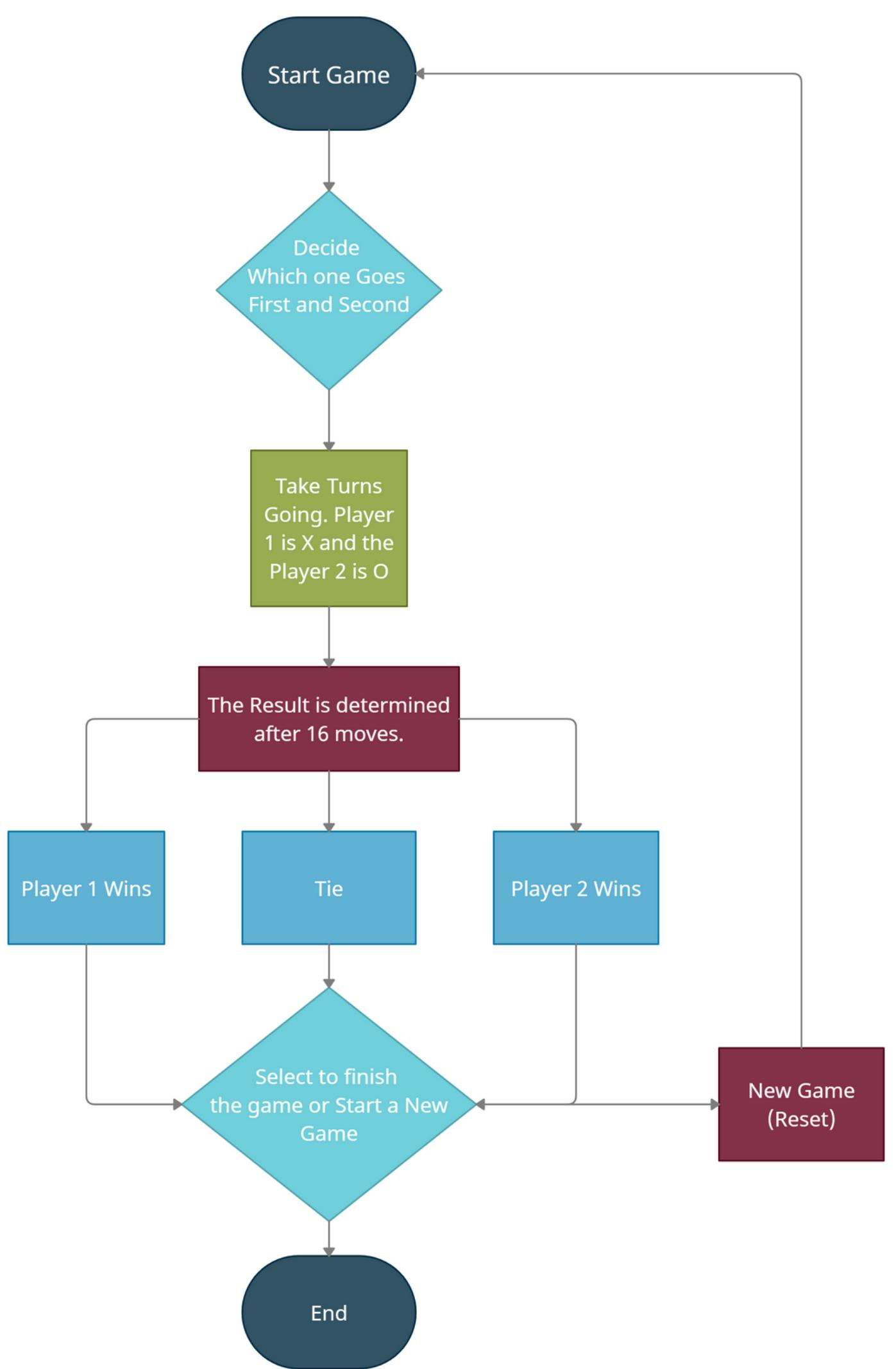




Key Features

01 4 x 4 Tic Tac Toe

02 Player vs Computer

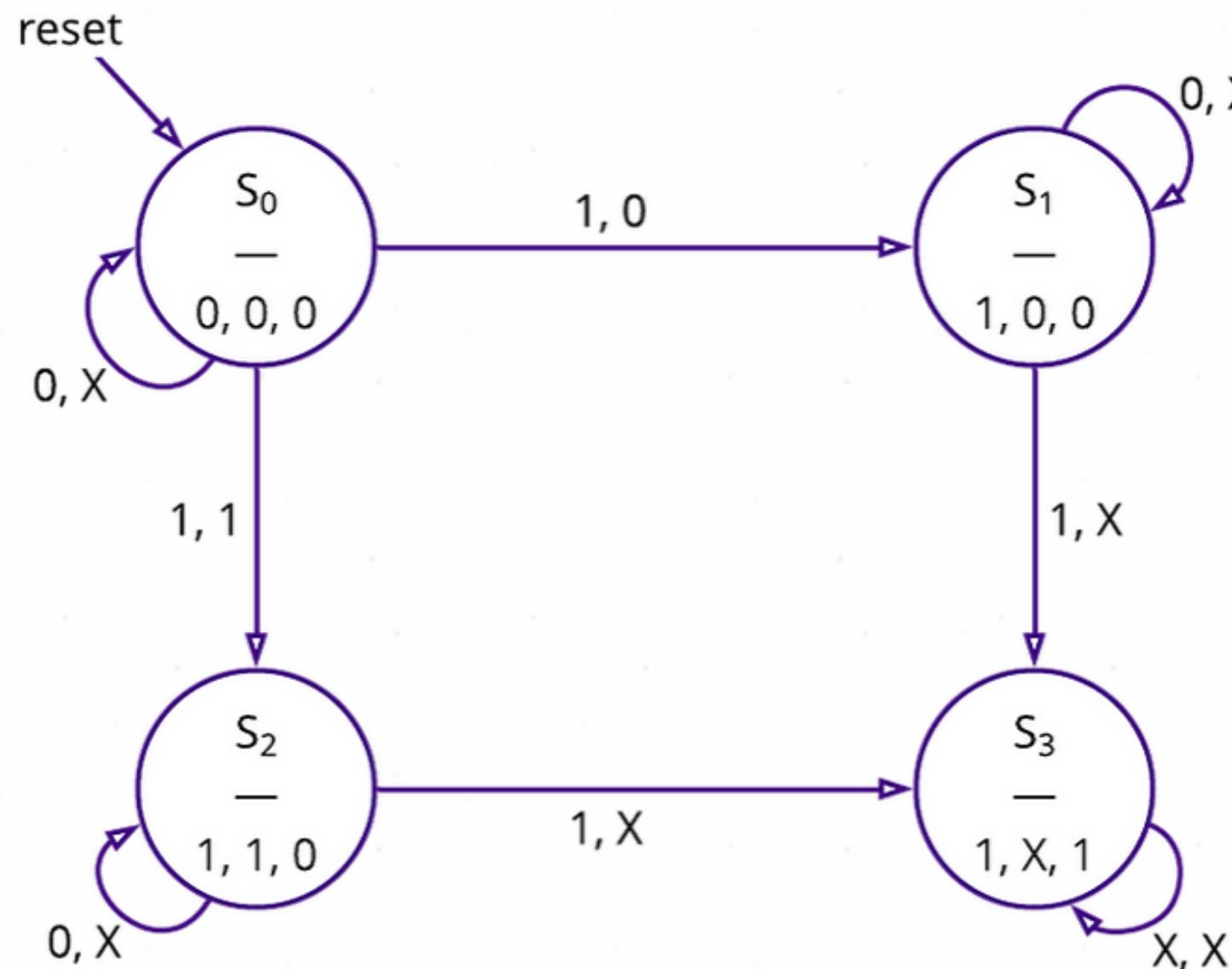


Methodology



Inside Operation

Player1 = [A1,A2,A3,A4,A5]
Player2 = [B1,B2,B3,B4]



0000	0001	0010
0011	0100	0101
0110	0111	1000

TIME LINE

STAGE 1



Problem
Identification

STAGE 2



Project Proposal

STAGE 3



Implementation

STAGE 4



Completion



THANK YOU

