



**North South University**

**Project Proposal  
CSE 427**

**Title: Tick-Tac-Toe**

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## **Introduction**

Classic games that were once made for desktop computers at first are now commonly developed for smartphones. Android Operating System is highly used in modern smartphones. In our project, we decided to develop one of such classic games on Android known as Tic-Tac-Toe. The application will be a multiplayer game where users will initially have to choose either cross symbol or circle symbol and proceed. We will develop using Java Programming Language in backend and do unit testing on it as we develop the application from scratch. We will be using JUnit framework for unit testing, it is one of the most widely used testing framework. Our project is going to have an option for one on one game and human vs. phone game.

## **Tools for the Project**

1. Android Studio (will use java programming language for the development of the application)
2. GitHub (sharing all sorts of information and documentation of the entire project)
3. JUnit (for unit testing)

## **Tentative Plan**

1. Set Expectations
2. Initial Front End Development
3. Back End Development with Testing
4. Proper Front End and Back End correspondence
5. Compare the application made in reality with the previously set expectations and with respect to the testing done

## Project Sample

