

Tic Tac Reflex Toe

Karayilanoglu , Dogukan
C0755495

Pardillo , Rosette Lopez
C0768425

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- Github Link:
<https://github.com/otetLopez/TicTacReflexToe/>
- Video Demo:
<https://github.com/otetLopez/TicTacReflexToe/Video>
- Google Site:
<https://sites.google.com/view/tic-tac-reflex-toe/home>
- Latex Overleaf Link:
<https://www.overleaf.com/read/jvysgmwscznm>

Abstract

A MADT 5274 CAPSTONE PROJECT II BY TEAM **CRYPTO**

Contents

1 TEAM NAME: CRYPTO	6
2 Introduction	6
2.1 Objective	6
3 The Context of Study	7
4 Defining and Analyzing the Problem	7
5 The Proposal of a Solution	7
6 Competitive Analysis	8
6.1 Strategy	8
6.2 Similar Applications	8
6.3 What makes Tic Tac Reflex Toe Unique	8
7 Marketing Plan	9
7.1 Target Users	9
7.2 Network	9
7.2.1 Social Media	9
7.2.2 Friends	9
7.3 Retaining User Engagement	10
7.4 Track User Engagement	10
7.5 Increasing User Engagement	10
8 Cost	11
8.1 Application	11
8.2 Development	11
9 Monetization Strategy	11
10 App Features	12
10.1 User Stories	12
11 Use Cases	13
11.1 Design	13
11.2 Layout	14
11.3 UI Prototype	16
12 Project Plan	17
12.1 Work Breakdown Structure	17
12.2 Timeline	17
12.2.1 Sprint Timeline	18
12.2.2 Sprint Delivery	19
12.3 Tasks Breakdown	20

12.3.1 Gantt Chart	20
12.3.2 Critical Path	21
13 Acceptance Procedure	22
14 Tools and Technologies	22
15 Implementation	23
15.1 Sprint Retrospectives	23
15.1.1 Sprint 1	23
15.1.2 Sprint 2	23
15.1.3 Sprint 3	23
15.2 Tasks Hours	24
15.3 Implementation Functions	25
15.3.1 Database	25
15.3.2 Log In	26
15.3.3 Register	27
15.3.4 Home Dashboard	28
15.3.5 Offline Game Mode	29
15.3.6 Online Game Mode	30
15.3.7 User Profile	31
15.4 Definition of Done	32
15.4.1 Installation	32
15.4.2 Log In	32
15.4.3 Register	33
15.4.4 Home Dashboard	33
15.4.5 Online Game Mode	34
15.4.6 Offline Game Mode	34
15.4.7 User Profile	34
16 Improvements	35
17 Links	35
18 Bibliography	36

List of Figures

1	Estimated Development Cost	11
2	Application Mock Up	13
3	Log In Page in Iphone	14
4	Game Page in Iphone	15
5	UI Prototype	16
6	Work Breakdown Structure	17
7	Sprint Timeline	18
8	Sprint Deliveries	19
9	Gantt Chart	20
10	Critical Path	21
11	Gantt Chart with Actual Hours	24
12	User Class Diagram	25
13	Actual Log In Page on XCode Simulator	26
14	Actual Register Page on XCode Simulator	27
15	Actual Home Page on XCode Simulator	28
16	Actual Offline Game Page on XCode Simulator	29
17	Actual Online Game Pages on XCode Simulator	30
18	Actual User Profile Page on XCode Simulator	31
19	Installation Test Cases	32
20	Log In Test Cases	32
21	Register Test Cases	33
22	Home Page Test Cases	33
23	Online Game Mode Page Test Cases	34
24	Offline Game Mode Page Test Cases	34
25	User Profile Page Test Cases	34

1 TEAM NAME: CRYPTO

TEAM MEMBERS:

- Dogukan Karayilanoglu C0755495
- Rosette Lopez Pardillo C0768425

2 Introduction

Tic Tac Reflex Toe is a Tic Tac Toe mobile application game.

Tic Tac Toe is also known as noughts and crosses, or Xs and Os is a strategical game for two players who take turns marking the spaces in a 3 by 3 grid. The player who succeeds in placing three of their marks in a horizontal, vertical, or diagonal row is the winner

This document will discuss how Tic Tac Reflex Toe Development Plan.

- Implementation Design
- Mobile Application Flow
- Implementation Timeline
- Acceptance Procedure
- Tools and Technologies

2.1 Objective

As there are many Tic Tac Toe game applications available in the market, this project aims to be able to create a lite, simple, user-friendly, fun application Tic Tac Toe game.

This project is also beneficial for the development members to fully understand real time applications which is an interesting and useful skill for a mobile application developer.

3 The Context of Study

This mobile application project aims to deliver a stable mobile application software that covers important features that are required for a Capstone-Level Project.

This mobile application project will be implemented in IOS using Swift.

Aside from its technical complexity, this mobile application project should allow developers to apply new knowledge namely, saving data into server, and Real-Time application.

Tic Tac Reflex Toe Mobile Application targets users which of different ages who like to play the classic Tic Tac Toe game.

With **Tic Tac Reflex Toe** Mobile Application handy and user friendly, the user can enjoy playing Tic Tac Toe, to anyone, anywhere, anytime, online or offline.

4 Defining and Analyzing the Problem

Application Level. Tic Tac Toe game when played with highly intellectual players usually gets a draw.

Development Knowledge Level. Development Members have no experience implementing a Real Time Application

5 The Proposal of a Solution

Application Level. **Tic Tac Reflex Toe** refrains players to experience a draw, it is design to always declare a winner.

Development Knowledge Level. Implement **Tic Tac Reflex Toe**, making it real time to be enjoyed online by multiple players.

6 Competitive Analysis

6.1 Strategy

Strategy of Tic Tac Reflex Toe game is differentiation. There are a lot of standardized tic tac toe games on market. Our strategy is being different from the rest to be able to compete or even doubled their download numbers. Differentiation will be provided by changing the nature of tic tac toe game, not the graphics.

6.2 Similar Applications

- Classic Tic Tac Toe Xs and Os
- Noughts and Crosses
- Tic Tac Toe
- Draw Tic Tac Toe
- Tic Tac Toe OXO
- Tic Tac Toe x

6.3 What makes Tic Tac Reflex Toe Unique

Standard Tic Tac Toe games can be drawn due to their nature and applications out there are all can be drawn. Tic Tac Reflex Toe will be unique by changing that behaviour, always there will be a winner at the end of the game and winner will be determined by measuring their reflexes which gives the name of the application. If game is draw, then a random dot will appear on the screen for the user and who is touch that before than the opponent will be the winner.

7 Marketing Plan

7.1 Target Users

Tic Tac Reflex Toe is for all ages. Anyone with a smart mobile device who is up for games can play with this game.

7.2 Network

7.2.1 Social Media

In this Technological Era, Social Media is very influential. The fact is, people tend to spend so much time online.

- Facebook

This page will advertise the application, give instructions and will give support to users who have queries

- Instagram

This account will advertise the application, give instructions and will give support to users who have queries

- Twitter

This account will advertise the application, give instructions and will give support to users who have queries

- Youtube

This channel will have tutorial videos, reviews and gameplay videos.

7.2.2 Friends

Development Team's friends can share to their network about the **Tic Tac Reflex Toe**. Friends can also share social media posts. Social Media Influencer friends could also do shout outs to help advertise the app.

7.3 Retaining User Engagement

Aside from offering a free cool app, to retain user engagement, **Tic Tac Reflex Toe** development team aims to deliver a fast performing, zero-bug and easy-to-use application.

Once available in the market, **Tic Tac Reflex Toe** development team swears to be responsive in App Store user comments.

Tic Tac Reflex Toe Support can also be reached 24 hours through email, Facebook, Instagram, Twitter, and Youtube.

7.4 Track User Engagement

Tic Tac Reflex Toe development team will keep track on the application's market status. Statistics will be monitored using tools. User engagement will also be tracked by checking user ratings and number of downloads. These information can be retrieved in Apple's App Store.

7.5 Increasing User Engagement

- **Tic Tac Reflex Toe** will remain active in advertising in Social Media.
- **Tic Tac Reflex Toe** will also have continuous updates for improvements and will remain responsive to user queries in both social media and application store.

8 Cost

8.1 Application

Tic Tac Reflex Toe is free and for everyone to enjoy

8.2 Development

This application will need two development resources to meet Aug 21, based on MADT 5247 timeline. Initially, this will be implemented in IOS and deploying IOS application will need Apple Developer subscription that costs 299USD for organization. Below is a rough estimation if this will be implemented by a small company. This estimation is upto delivery period only. Support timeline is not included.

Resources	Quantity	Est Cost
Machines & Computers	2	\$2399 est Macbook Pro tax excluded
Apple Developer Subscription	1	\$299 USD tax excluded
Developers & Testers	2	\$45/hr average mid level developers
Testing Devices(Iphones)	2	\$1379 est price tax excluded
Internet Connection	2	\$30 est on fibre connection tax excluded

Figure 1: Estimated Development Cost

9 Monetization Strategy

The very purpose of implementing **Tic Tac Reflex Toe** is for the development team to learn developing real-time application.

Thus this application is for FREE.

And if **Tic Tac Reflex Toe** will be a success, adding advertisements can be accepted.

10 App Features

10.1 User Stories

Tic Tac Reflex Toe is designed to support the following user stories:

- As a Mobile Development student, I want to learn to develop awesome real-time application
- As a user I want to play Tic Tac Toe online so I can play anywhere, anytime with online opponents
- As a user I want to play Tic Tac Toe digitally with a friend physically present
- As a user who plays Tic Tac Toe, I want to keep track of my score standing
- As a user, I want to log in into different devices so I can check my profile anytime

The following features are implemented to support the mentioned user stories above

- **User Registration**

New user can register to enjoy playing the game. User details needs to be inputted to be able to register successfully.

- **User Profile**

Logged in user will be able to see his profile details in this page.

- **Log In and Log Out**

User will be able to log in and log out using different devices.

- **Dashboard**

This is the home page of the application. This also shows online users list who are playing or who is available to play.

- **Real-Time User Interaction**

Users will be able to enjoy playing the game with a real opponent as long as users are connected to the internet.

- **Offline Mode**

User can play offline mode using only one device.

- **User Game Standing**

The user can view user game standing. This can be seen in User profile page.

- **Notification**

Users that are being invited to play a game will be notified.

11 Use Cases

11.1 Design

Below figure is a mock up on how the application is designed.

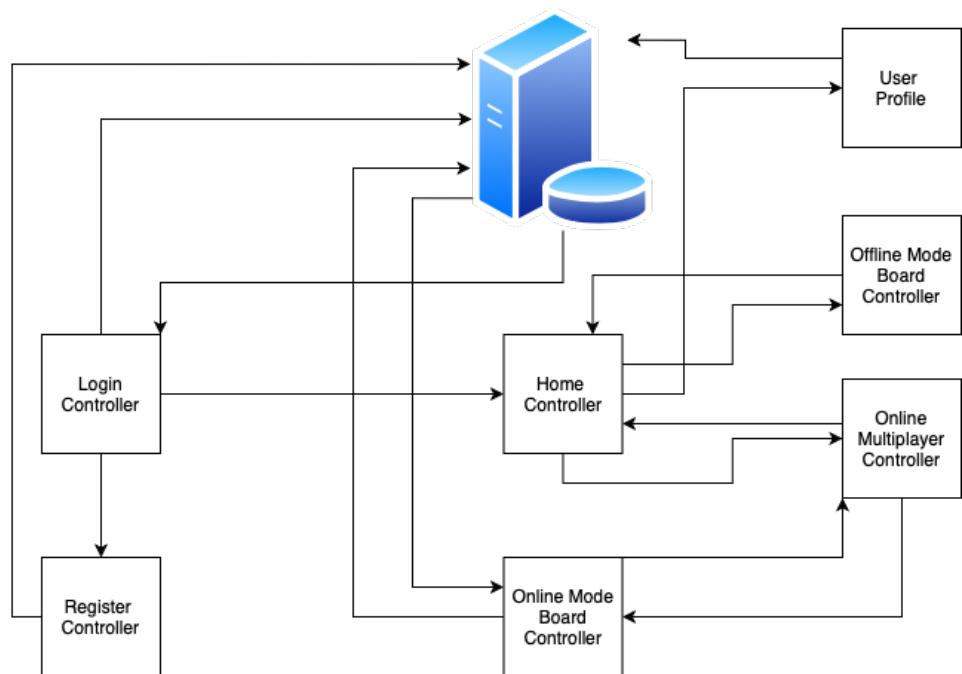


Figure 2: Application Mock Up

11.2 Layout

Below images shows the layout plan of how the application should look in an iPhone device.

Log In Controller

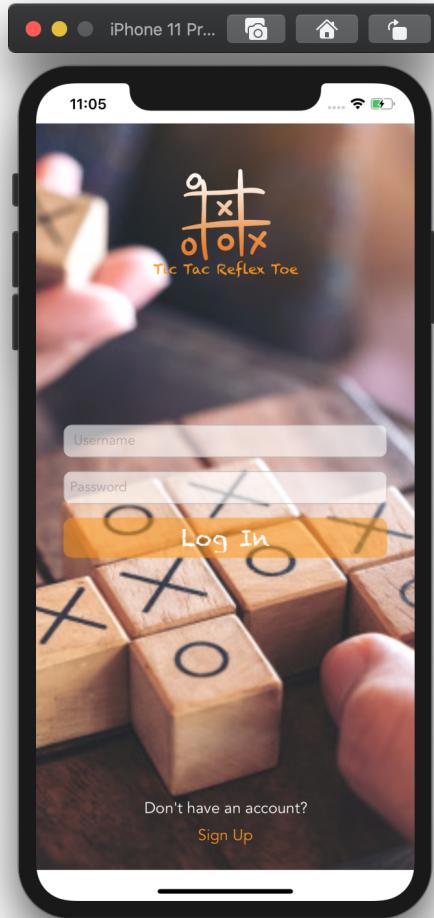


Figure 3: Log In Page in Iphone

Game Board Controller



Figure 4: Game Page in Iphone

11.3 UI Prototype

With the given layout, the pages will be designed as shown in below figure

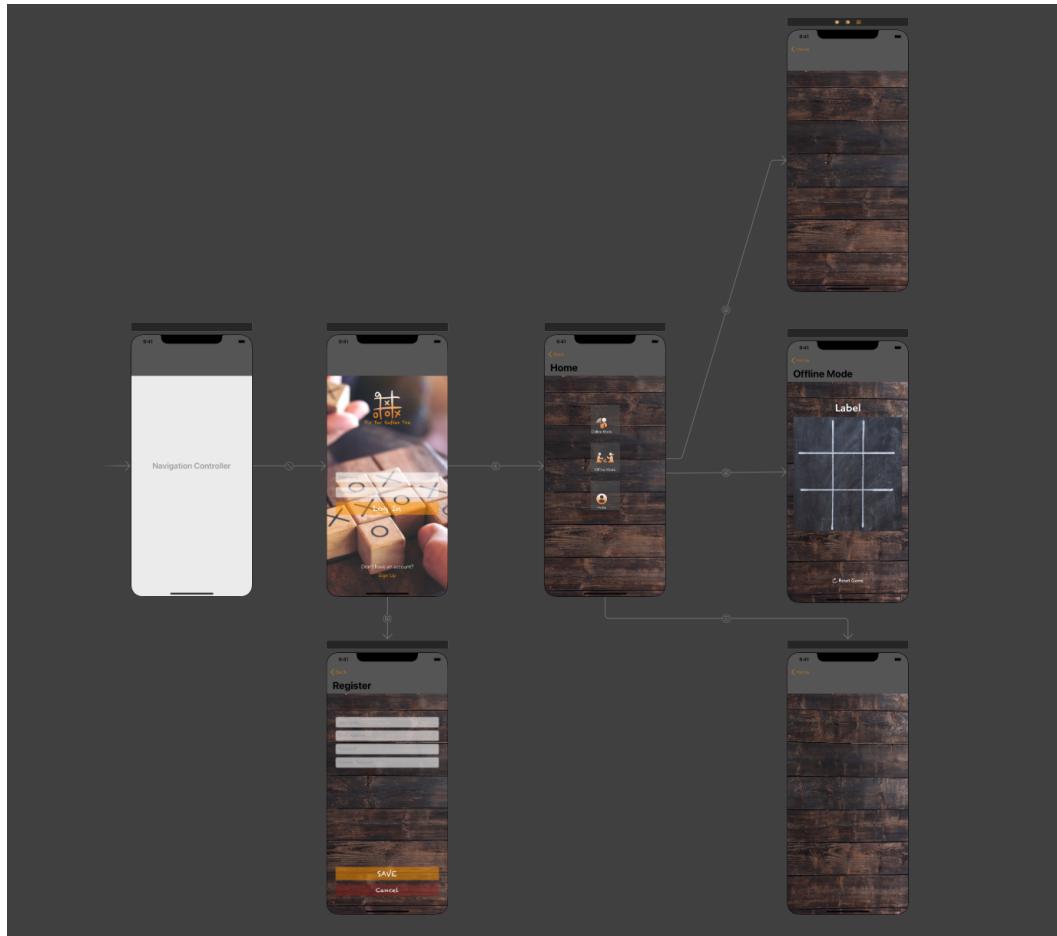


Figure 5: UI Prototype

12 Project Plan

12.1 Work Breakdown Structure

Below figure shows Work Breakdown Structure for the development of **Tic Tac Reflex Toe**

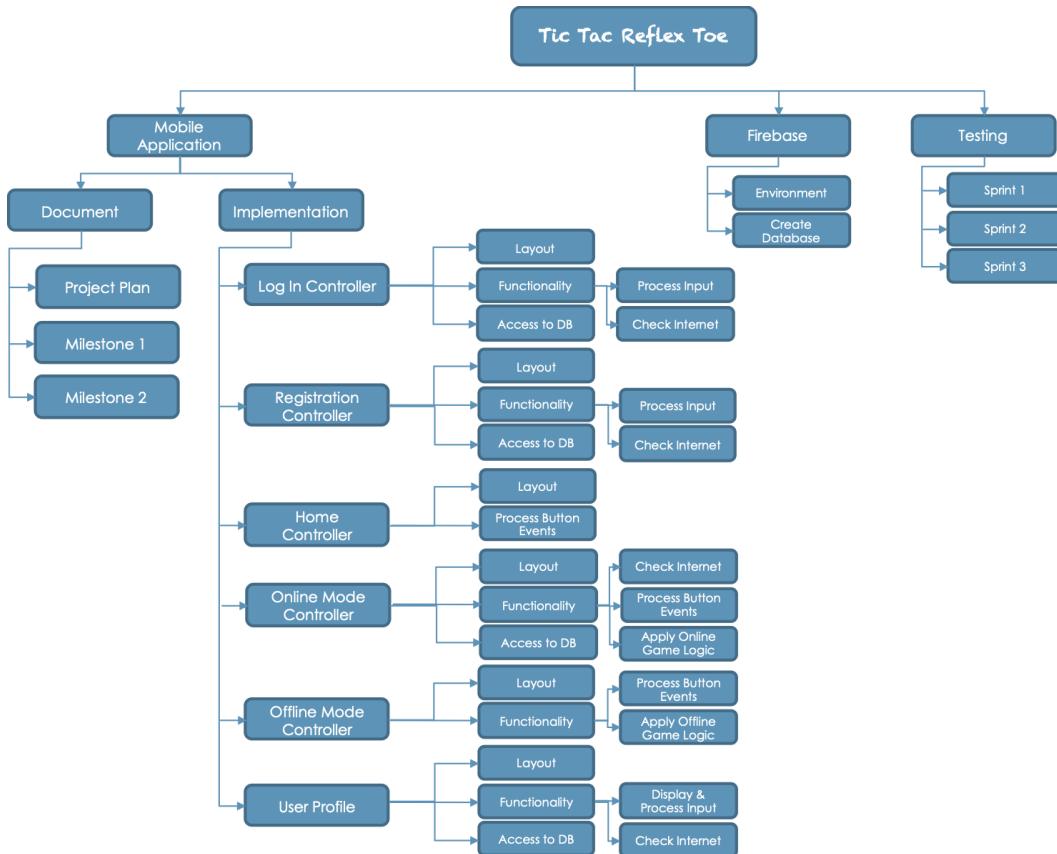


Figure 6: Work Breakdown Structure

12.2 Timeline

This project is aimed to finish in time for project scheduled presentation, 24th of August 2020.

12.2.1 Sprint Timeline

This will be a Three-Sprint project, each sprint has 3 days and estimated 15 hours per developer on each sprint.

	DATE	SPRINT		
		1	2	3
	11-Aug-20			
	12-Aug-20			
	13-Aug-20			
	14-Aug-20			
	15-Aug-20			
	16-Aug-20	FAMILY TIME. WEEKEND.		
	17-Aug-20			
	18-Aug-20			
	19-Aug-20			
	20-Aug-20			
	21-Aug-20			
	22-Aug-20			
	23-Aug-20	FAMILY TIME. WEEKEND.		
	24-Aug-20			

Figure 7: Sprint Timeline

12.2.2 Sprint Delivery

Each Sprint has specific deliveries in order for the project to be successful.

SPRINT 1

- ✓ Setup Firebase & Implementation of Database
- ✓ Setup Development Environment
- ✓ Start Mobile Application Layout & Navigation
- ✓ Layout for Register, Log In and Log Out

SPRINT 2

- ✓ Delivery of Minimum Valuable Product (MVP)
- ✓ Mobile-Firebase Connection
- ✓ User Authentication
- ✓ Game Capable

SPRINT 3

- ✓ Full Feature Functionality
- ✓ Application of business constraints
- ✓ Application stability

Figure 8: Sprint Deliveries

12.3 Tasks Breakdown

In order to monitor the project deliveries, the project tasks are broken down to small chunks and are given projected delivery estimation.

12.3.1 Gantt Chart

Listed below are the tasks broken down to small items and are plotted to sprint dates. Along with these list are estimated number of hours each task to complete.

	Tasks	Sprint	Hours	Date									
				08-11	08-12	08-13	08-14	08-15	08-16	08-17	08-18	08-19	08-20
Design Implementation													
1	Design Database	1	2.0										
2	Design Mobile Application	1	2.0										
Mobile Application Development													
1	Create IOS Development Environment	1	0.5										
2	Create Revision Repository Environement	1	0.5										
3	Log In Page Controller	1	4.0										
4	Registration Page Controller	1	4.0										
5	Process Registration [Firebase]	1	3.0										
6	Process Authentication[Firebase]	1	3.0										
7	Home Page Controller	2	3.0										
8	Realtime online users list [Firebase]	2	3.0										
9	Create Board Controller	2	6.0										
10	Handle Online Multiplayer Mode	2	12.0										
11	Transmit/Receive Player Moves [Firebase]	2	6.0										
12	Push Notifications	2	4.0										
13	User Profile Controller	3	4.0										
14	Update User Profile	3	4.0										
15	Update User Profile in Firebase	3	4.0										
16	Handle Offline Mode	3	5.0										
Database													
1	Create Firebase Project	1	2.0										
2	Create Tables	1	3.0										
Sprint Testing													
1	Sprint #1 Test & Debugging	1	1.0										
2	Sprint #2 Test & Debugging	2	2.0										
3	Sprint #3 Test & Debugging	3	4.0										
Documentation													
	Capstone II Document	3	8.0										
TOTAL HOURS:				90.0									

Figure 9: Gantt Chart

12.3.2 Critical Path

The project is prepared for development worst case schedule to make sure that the project will still be delivered on time. The best development time projected is only 90.0 hours but with worst case, total development hours would reach to 138.0. To make it possible, weekend work is required.

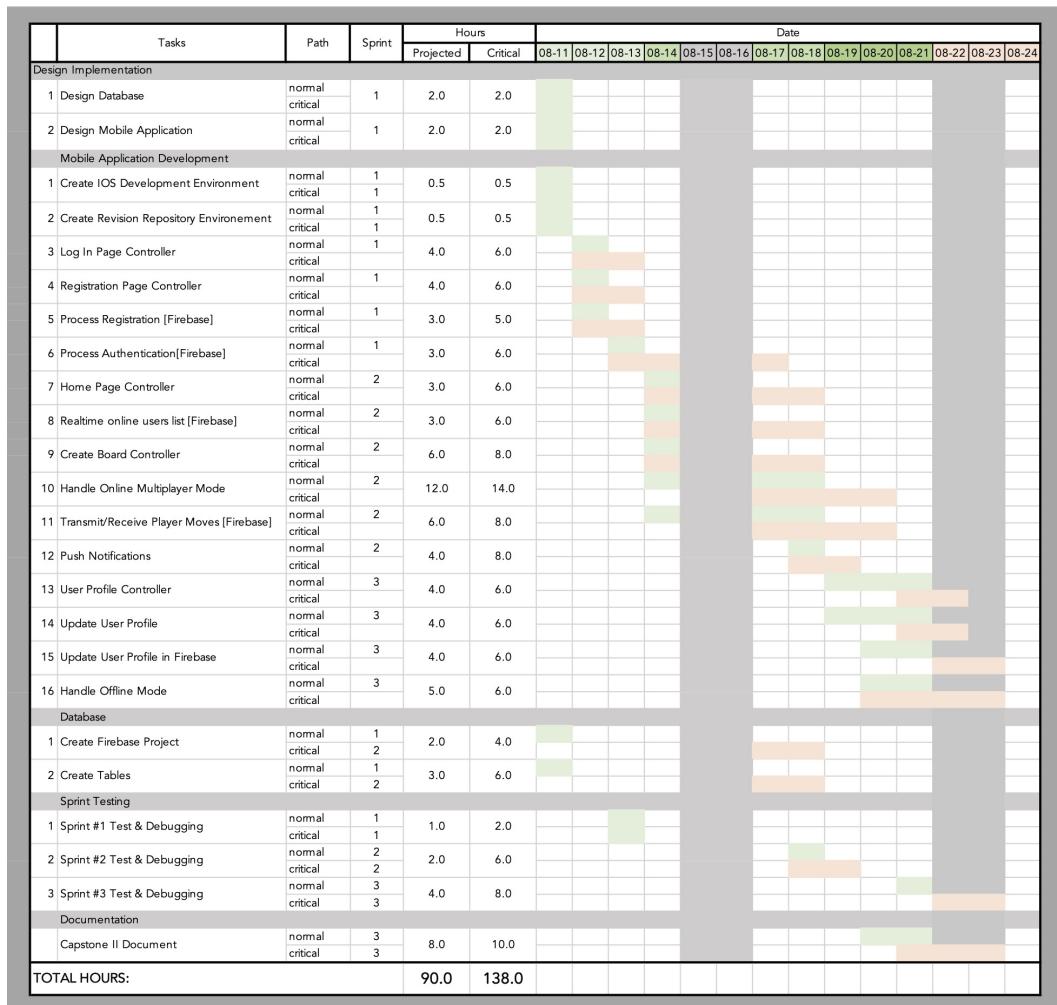


Figure 10: Critical Path

13 Acceptance Procedure

The following is a checklist that will conclude if the project is complete. These items listed are functionalities that answers to this projects Users Stories.

- Successful user registration
- Successful user log in
- Successful user log out
- Successful interaction of game play

14 Tools and Technologies

- **XCode 11.4**

Integrated Development Environment that will be used

- **Swift 5.0**

Programming language

- **Firebase Realtime Database**

Stores user data and player actions

- **Photoshop**

Visuals Editing

- **Testing Devices**

- XCode Simulator

- iPhone XS Max

- iPhone X

15 Implementation

15.1 Sprint Retrospectives

15.1.1 Sprint 1

What Went Well.

- Design and environment setup finished ahead of time
- Offline mode was done even it is scheduled for Sprint 3

What Did Not Go Well.

- Some tasks are not finished but worked on the weekend instead

What Needs Improvement.

- Task scheduling

15.1.2 Sprint 2

What Went Well.

- Some tasks are completed as scheduled

What Did Not Go Well.

- Schedules are tight and documentation is not taken to consideration in Sprint planning
- MVP is not delivered

What Needs Improvement.

- Task scheduling

15.1.3 Sprint 3

What Went Well.

- Tasks are completed. Project functional.

What Did Not Go Well.

- Although the features are functional it is not Regression tested.

What Needs Improvement.

- Stability and more visuals to make the app interesting

15.2 Tasks Hours

The following Gantt Chart shows comparison of projected hours estimated for a task and date it is scheduled to be implemented. Although Sprint schedule was not religiously followed, the development is still a success since some tasks are developed ahead, and there are buffer days available like weekends.

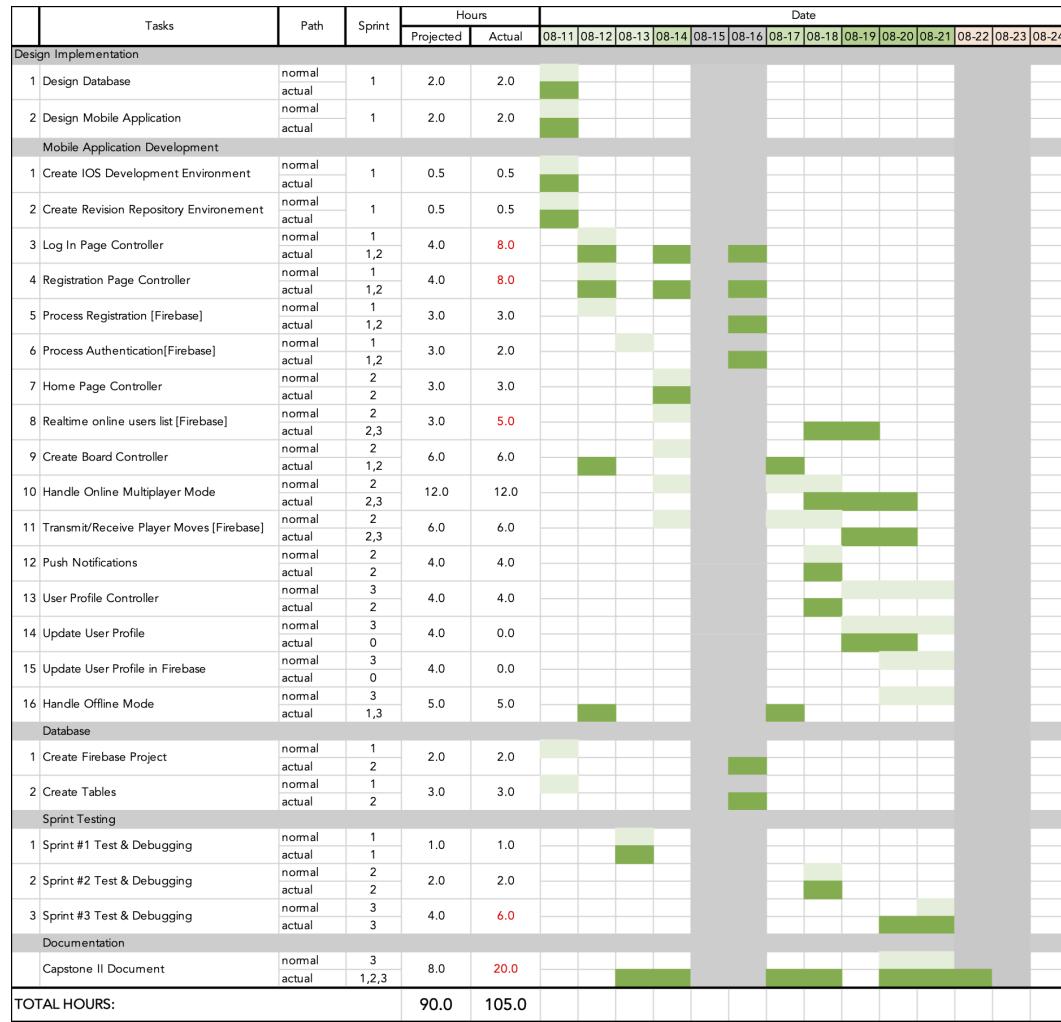


Figure 11: Gantt Chart with Actual Hours

15.3 Implementation Functions

15.3.1 Database

The database contains user class details. User data is stored in Google Firebase.

USER	
PK	Email varchar NOT NULL
	Username varchar NOT NULL
	Password varchar NOT NULL
	Point int DEFAULT 0

Figure 12: User Class Diagram

15.3.2 Log In

Log In is a separate View Controller Class with the following available user inputs:



Figure 13: Actual Log In Page on XCode Simulator

- User Text Input - The user email used in the registration of the App
- Password Text Input - Must be at least 6 digit. Entry is secured
- Log In Button - To confirm user log in
- Sign Up Button - For new users to register a new account. This will display Register Page Controller

15.3.3 Register

Register Page is implemented in View Controller Class that handles user sign ups. Field contents are checked to make sure all are filled and passwords matched to make sure on a successful registration.



Figure 14: Actual Register Page on XCode Simulator

- User Name Text Input - User's username
- User Email Text Input - The user email and this will be used as a log in credential
- Password Text Input - Must be at least 6 digit. Entry is secured
- Confirm Password Text Input - Confirms password entered
- Save Button - Confirms registration
- Cancel Button - Cancels registration

15.3.4 Home Dashboard

Home is implemented using View Controller Class with three main buttons to traverse to different pages



Figure 15: Actual Home Page on XCode Simulator

- Online Mode Button - This option will let the user play in online mode
- Offline Mode Button - This option will let the user play in offline mode
- User Profile Button - This will display user profile information

15.3.5 Offline Game Mode

This page is implemented using a View Controller class. The offline mode gives the user the privilege to enjoy Tic Tac Reflex Toe offline with opponents that are physically present. The points earned in this mode will not be counted to user over all points. The bottom button allows the user to Reset the ongoing game or play again if the game finishes.

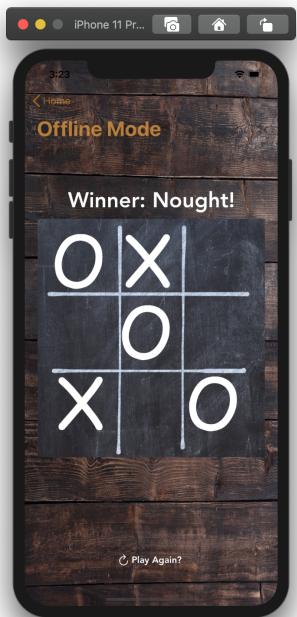


Figure 16: Actual Offline Game Page on XCode Simulator

15.3.6 Online Game Mode

This is the main feature of the App. This allows user to play Tic Tac Reflex to with online opponents. When clicking button online game, the user will see available rooms or create a new room to play the game as seen in the left figure below. Once in game mode, the game will start as soon as an opponent joins the game.

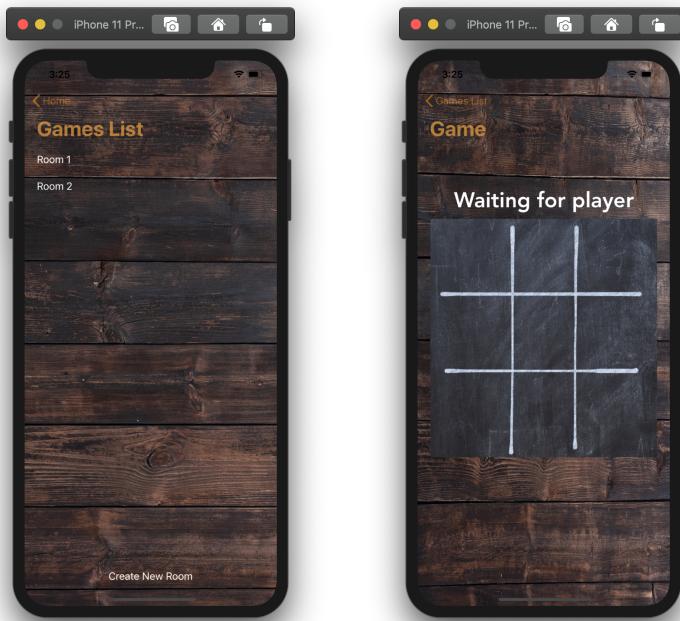


Figure 17: Actual Online Game Pages on XCode Simulator

15.3.7 User Profile

This page is implemented using a View Controller class. This displays user class information such as name, email, and score in a form of text fields. A button is available to allow user to sign out.

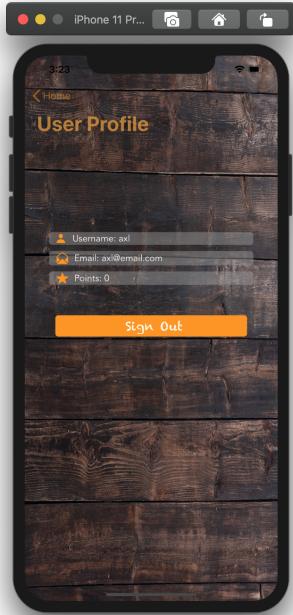


Figure 18: Actual User Profile Page on XCode Simulator

15.4 Definition of Done

This section shows the test results of the application functionality which concludes if it has function as planned.

15.4.1 Installation

	Test Scenario	Expected Result	Actual Result	Conclusion
1	Install Tic Tac Reflex Toe	<ul style="list-style-type: none">• Installation successful	<ul style="list-style-type: none">• Installation successful	PASS
2	Install Tic Tac Reflex Toe	<ul style="list-style-type: none">• Installation successful• Application will open and display log in	<ul style="list-style-type: none">• Log In page displayed	PASS

Figure 19: Installation Test Cases

15.4.2 Log In

	Test Scenario	Expected Result	Actual Result	Conclusion
1	Log In Page	<ul style="list-style-type: none">• Log In Page displayed with input fields for user credentials, log in button and Sign Up button	<ul style="list-style-type: none">• Log In Page displayed with complete input fields and complete buttons	PASS
2	Log In without inputting credentials	<ul style="list-style-type: none">• App will return error informing user for missing fields	<ul style="list-style-type: none">• App notifies user with missing fields	PASS
3	Log In inputting incorrect credentials	<ul style="list-style-type: none">• App will return error informing user for incorrect input	<ul style="list-style-type: none">• App notifies user of incorrect input	PASS
4	Log In with correct credentials	<ul style="list-style-type: none">• Log In successful	<ul style="list-style-type: none">• Log In successful and will traverse to Home Page	PASS

Figure 20: Log In Test Cases

15.4.3 Register

	Test Scenario	Expected Result	Actual Result	Conclusion
1	Click Sign Up Button from Log In Page	<ul style="list-style-type: none"> Register Page is displayed 	<ul style="list-style-type: none"> Register Page is displayed 	PASS
2	Register Page complete	<ul style="list-style-type: none"> Register page should contain fields (username, email, password, confirm password) and buttons to save and cancel registration 	<ul style="list-style-type: none"> User input fields and buttons are complete 	PASS
3	Press Cancel Button	<ul style="list-style-type: none"> User should be notified if cancel button is pressed intentionally 	<ul style="list-style-type: none"> User is alerted on cancel action 	PASS
4	Press Save to register with incomplete fields	<ul style="list-style-type: none"> User will be notified on missing fields with fields highlighted 	<ul style="list-style-type: none"> User is notified on missing fields 	PASS
5	Press Save button with complete details	<ul style="list-style-type: none"> Register successful, fields are cleared and page is changed to Log In Page 	<ul style="list-style-type: none"> User is notified on successful registration and Log In Page is displayed 	PASS

Figure 21: Register Test Cases

15.4.4 Home Dashboard

	Test Scenario	Expected Result	Actual Result	Conclusion
1	On successful log in, Home Page is displayed	<ul style="list-style-type: none"> In home page, there are buttons for user to play online, play offline and see user details 	<ul style="list-style-type: none"> Home page is displayed with complete buttons 	PASS
2	Click Online Mode Button	<ul style="list-style-type: none"> Will change display to Online Game Page 	<ul style="list-style-type: none"> Display changed to Online Game Page 	PASS
3	Click Offline Mode Button	<ul style="list-style-type: none"> Will change display to Offline Game Page 	<ul style="list-style-type: none"> Display changed to Offline Game Page 	PASS
4	Click User Profile Button	<ul style="list-style-type: none"> Will change display to User profile page 	<ul style="list-style-type: none"> Display changed to User profile 	PASS

Figure 22: Home Page Test Cases

15.4.5 Online Game Mode

	Test Scenario	Expected Result	Actual Result	Conclusion
1	Online Game Mode displays game board	<ul style="list-style-type: none"> Gameboard is visible 	<ul style="list-style-type: none"> User can see game board 	PASS
2	User makes move by tapping portion of the board	<ul style="list-style-type: none"> Tapping will display X/O depends what the user is assigned to 	<ul style="list-style-type: none"> Move is placed when tapping a place in the board 	PASS
3	Opponent makes a move	<ul style="list-style-type: none"> Game board is updated when opponent makes a move 	<ul style="list-style-type: none"> Game board is updated when opponent makes a move 	PASS
4	Game result is displayed when game is finished	<ul style="list-style-type: none"> Users are notified on game result 	<ul style="list-style-type: none"> Users are notified on game result 	PASS

Figure 23: Online Game Mode Page Test Cases

15.4.6 Offline Game Mode

	Test Scenario	Expected Result	Actual Result	Conclusion
1	Offline Game Mode is displayed	<ul style="list-style-type: none"> Gameboard is visible with button to Reset Game 	<ul style="list-style-type: none"> Gameboard is visible with button to Reset Game 	PASS
2	Users can make a move by tapping portion of the board	<ul style="list-style-type: none"> Tapping will display X/O depends what the user is assigned to 	<ul style="list-style-type: none"> Move is placed when tapping a place in the board 	PASS
3	Game result is displayed when game is finished	<ul style="list-style-type: none"> Users are notified on game result 	<ul style="list-style-type: none"> Users are notified on game result 	PASS

Figure 24: Offline Game Mode Page Test Cases

15.4.7 User Profile

	Test Scenario	Expected Result	Actual Result	Conclusion
1	User Profile is displayed	<ul style="list-style-type: none"> User profile is displayed with following fields, name, email, score and a Sign Out button 	<ul style="list-style-type: none"> User profile is displayed with a Sign out button 	PASS
2	Clicking Sign Out button : Cancel	<ul style="list-style-type: none"> User will be prompted if Sign out is intentional. If not, user presses cancel and will display back user profile 	<ul style="list-style-type: none"> On cancel, user profile is displayed back 	PASS
3	Clicking Sign Out button	<ul style="list-style-type: none"> User will be prompted if Sign out is intentional. If confirmed, user is signed out and Log In Page is displayed 	<ul style="list-style-type: none"> On confirmation, user is signed out and Log in page is displayed 	PASS

Figure 25: User Profile Page Test Cases

16 Improvements

There are many ways to improve **Tic Tac Reflex Toe** and listed are the few things current development can think of

- Profile Picture
It is nice having to have a profile picture assigned to user
- Log In Using Social Media
Like most applications, you can register using Facebook and Google accounts
- Friend List
Adding your favorite opponent to friend list
- Online Notifications
Be notified for news, updates, tournaments and even when your favorite opponent is online
- Chat
Be able to chat your friends
- Share in social media Be able to post game victories in Social Media like Facebook or Instagram. This feature would be a help for marketing
- Cross Platform Support Be able to support **Tic Tac Reflex Toe** for Android

17 Links

- Github Link:
<https://github.com/otetLopez/TicTacReflexToe/>
- Video Demo:
<https://github.com/otetLopez/TicTacReflexToe/Video>
- Google Site:
<https://sites.google.com/view/tic-tac-reflex-toe/home>
- Latex Overleaf Link:
<https://www.overleaf.com/read/jvysgmwscznm>

18 Bibliography