

TIC TAC TOE APP

QUE. In this assignment you will plan your app so that you can start building it for Assignment 2.

• **Loosely plan a non-relational database: what collections do you envision you will need?**

ANS. For a simple Tic Tac Toe game app, we may not need a non-relational database as the game state can be managed within the app itself.

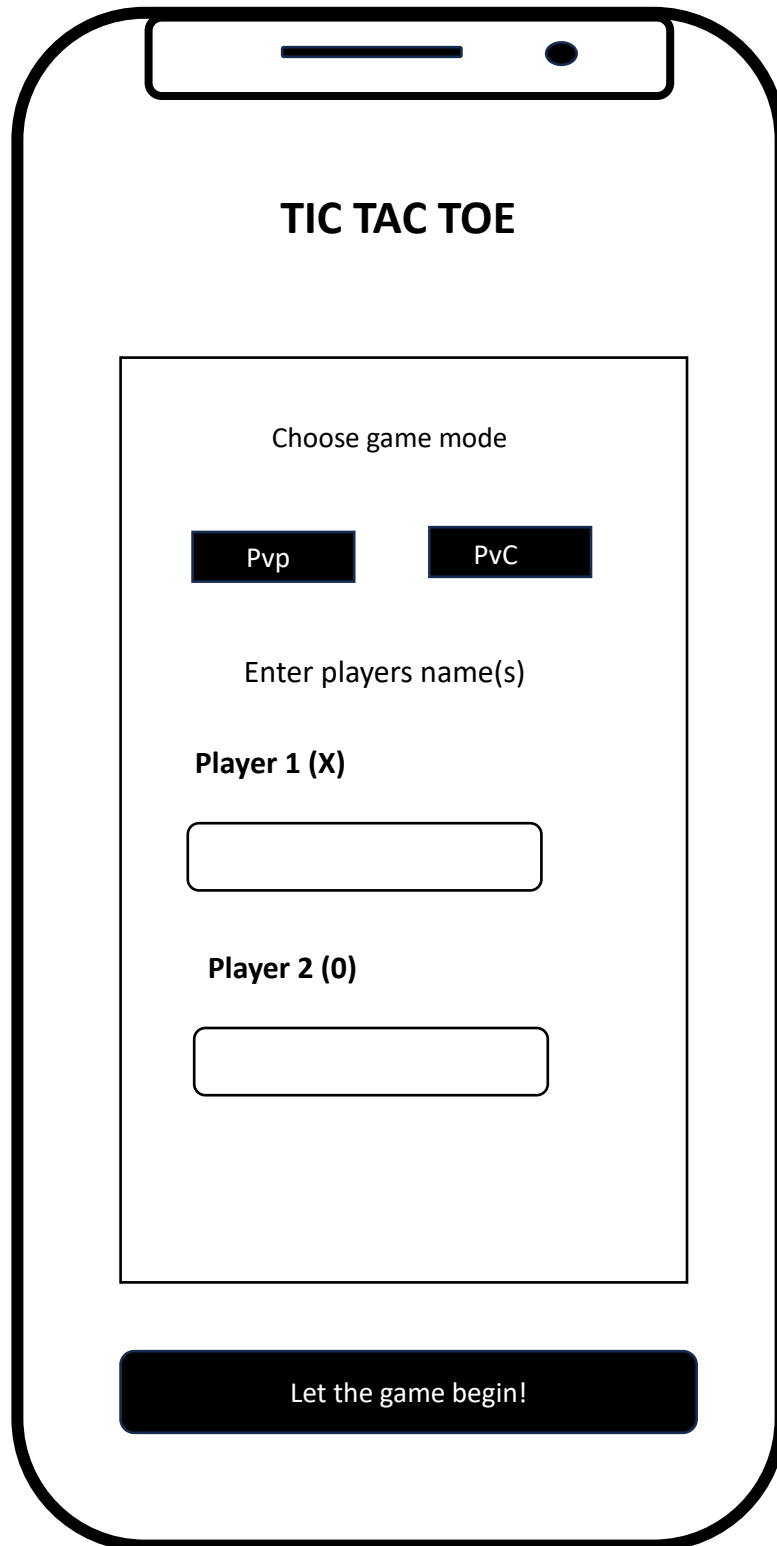
QUE. Create mock-ups/wireframes for all of the activities you envision for the app.

ANS. The app can be broken down into three major views:

1. Displaying game settings
2. The actual game
3. Displaying the game's result (win/draw)

Let's start with the first view-

- Game mode (PvP/PvC)
- Grid size (3 - 5)
- Player name(s)



The image shows a mobile application interface for a game titled "TIC TAC TOE". The interface is contained within a rounded rectangle representing a smartphone screen. At the top, there is a status bar with a horizontal line and a circular icon. Below the status bar, the title "TIC TAC TOE" is displayed in a bold, black, sans-serif font. Underneath the title, there is a large rectangular area with a thin black border. Inside this area, the text "Choose game mode" is centered. Below this text, there are two buttons: "Pvp" and "PvC", both in a bold, black, sans-serif font. Below the buttons, the text "Enter players name(s)" is centered. Underneath this text, there are two input fields. The first input field is labeled "Player 1 (X)" and the second input field is labeled "Player 2 (O)". Both labels are in a bold, black, sans-serif font. Below the input fields, there is a large, rounded rectangular button with the text "Let the game begin!" in a bold, black, sans-serif font.

TIC TAC TOE

Choose game mode

Pvp PvC

Enter players name(s)

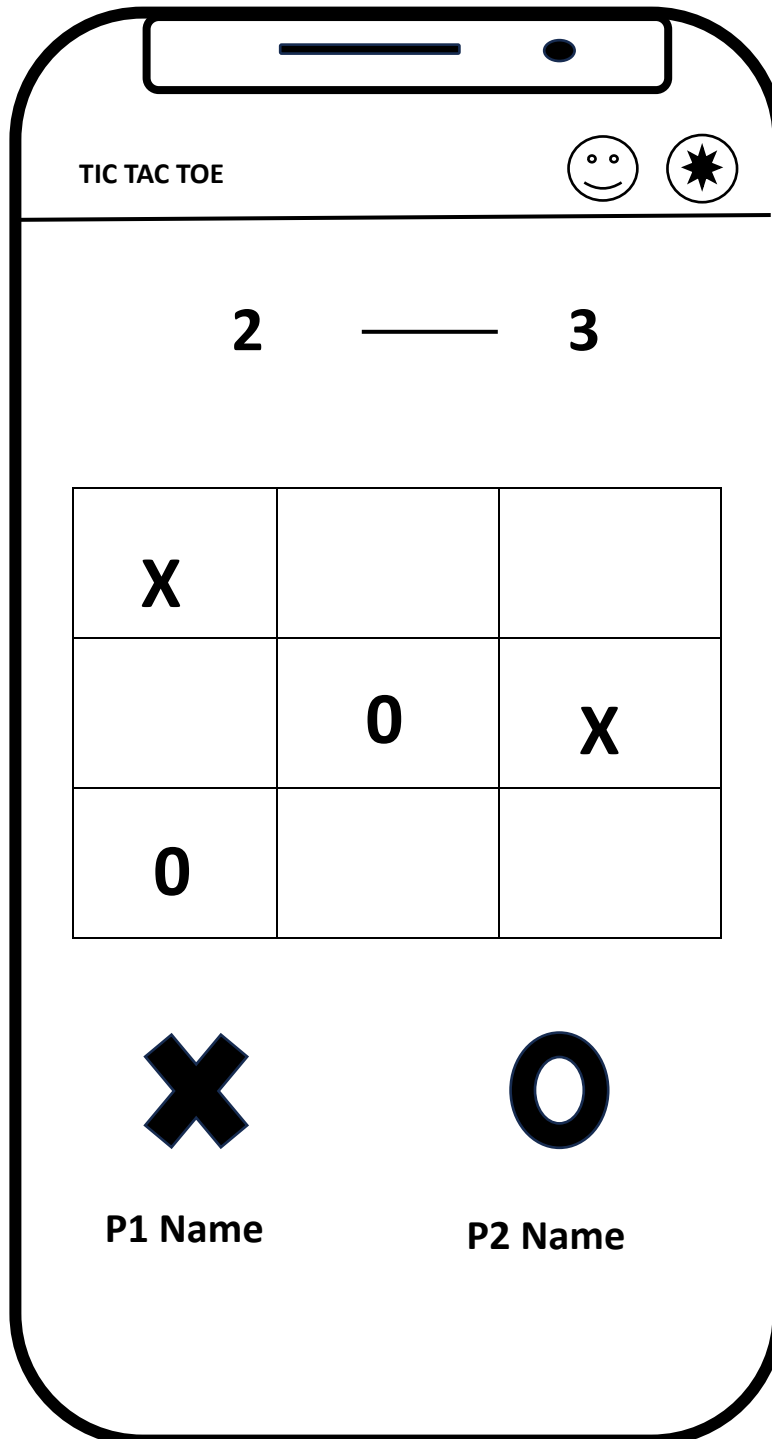
Player 1 (X)

Player 2 (O)

Let the game begin!

For the second view, we need to have the following elements be always visible to the user:

- Tic-tac-toe grid
- Current player indicator
- Players' names
- Players' scores
- An option to reset the grid.
- An option to adjust the settings.



Now for the third screen, we need to display buttons to restart the game and edit settings, and information about the result of the game, i.e. whether someone won or there was a draw, and if someone did win, who was it?

