

Academic Year 2021/2022

Master's Degree in Informatics Engineering

Specialization in Graphic Systems and Multimedia

1<sup>st</sup> Year – 2<sup>nd</sup> Semester

SERIOUS GAMES

# ASSIGNMENT 1.8.

Random Tic-Tac-Toe with Unity



## AUTHORS

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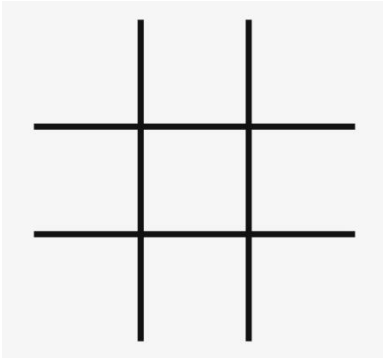
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## ORIENTATION

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## Setup

To play “Tic Tac Toe – Dice Edition” each player must roll one die and the player with the highest number gets a turn in the tic tac toe. In case of tie, the players must roll their dice again until one player gets a higher number. To play the game, there must be drawn a grid with 9 squares, as shown in the picture below:



## Victory

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

## Progression of Play

This game is a turn based multiplayer game that must be played with 2 players only.

The game must start with one player, chosen randomly, and then proceed in turns. After rolling the dice, the chosen player should put their mark - X or O - in one of the empty squares. When all 9 squares are full, the game is over and should be restarted, as it is a tie.