

Tic Tac Toe Game

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MLCCC Game Programming Project:

Tic-Tac-Toe is a very simple two player **game**. So only two players can play at a time.

This **game** is also known as Noughts and Crosses or Xs and Os **game**. One player plays with X and the other player plays with O. In this **game** we have a board consisting of a 3X3 grid

1. Design the Game

- a. Figure out the rules of Tic Tac Toe Game
 - i. Two players control the keyboard in turn
 - ii. The game board is 3X3 grid
 - iii. The player who first get 3 dot in one row will win



- b. Design the Game UI
 - i. Game Start, Game Over
 - ii. Board, back ground
 - iii. Chess: nothing, X, O
 - iv. User input position: n or (x,y),
Ex: position of 2nd column and 3rd row
 - ☐ Option1: 8
 - ☐ Option2: (2,3)
- c. Design the Game Data Structure
 - i. Option1: Use list of object with position 1 to 0
 - ii. Option2: User double array [][]
- d. Design the Logic to decide who won the game

2. Code implementation:

- a. Load the UI object/image
- b. Add the code for UI interactive
- c. Add the code for Data Structure
- d. Add the code for winning judgment logic

3. Challenge:

- a. Change the one of the player to AI
- b. Coding the logic of the AI player to find the best place to put.