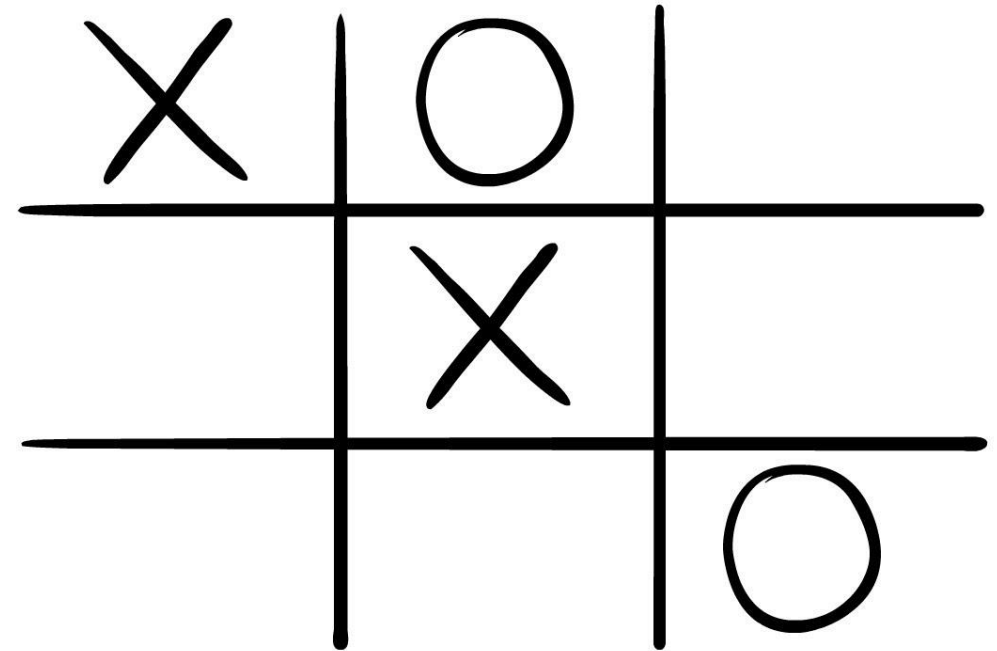


# TIC – TAC - TOE



## Project Description

- One of the most well known games
- Every one has played at least once.
- Easy to play.
- Easy to have fun 😊



# TIC – TAC - TOE

Miguel Granica



## Rules

1. The game is played on a grid that's 3 squares by 3 squares.
2. The player is 1, the CPU is 2. Players take turns putting their marks in empty squares.
3. The first player to get 3 of her marks in a row (up, down, across, or diagonally) is the winner.
4. When all 9 squares are full, the game is over. If no player has 3 marks in a row, the game ends in a tie.

# TIC – TAC - TOE



## WorkFlow

1. Understanding of the logic of the games: there are two objectives. Winning & Stoping your rival from doing it.
2. Divide the game in steps.
3. Transpose the steps to actions: BOARD VISUALIZATION/ PLAYER CHOOSE/ CPU CHOOSE/ UPDATE BOARD/ GAME EXECUTION
4. When all 9 squares are full, the game is over. If no player has 3 marks in a row, the game ends in a tie.

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Challenges  
you  
encountered  
during the  
process

1. Start a Proyecto from ground zero. Without guides to follow. Exercise the decision making progress

2. Disengage the situations that are happening in the game. Traduce the movements to a CPU proces.

3. Dealing with functions and mapping them.

Divide the visualization from the actual board.

4. Time managing.

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Possible  
future  
improvements

1. Avoid the repetition of squares
2. Give some choosing strategie to the CPU.
3. Present the results of the game.
4. Define who starts with a random function.
5. Error Handling

T		
H		
E	N	D

