

## Multiplayer Tic-Tac-Toe Website

### Project Outline:

- Defining the projects and its needs:
  - Technical Specs
    - Frontend developers
      - HTML
      - CSS
      - JavaScript
      - React
    - Backend Developers
      - MySQL
  - Cost
    - Free Assets
      - <https://publicdomainvectors.org/>
      - <https://undraw.co/illustrations>
    - Hosting
      - Replit(Free)
      - Netlify
  - Deadline
    - Week 12
- Goals and Objectives of the Project:
  - Goal
    - Build a multiplayer Tic-Tac-Toe website
  - Objectives
    - Gaming site
    - Has login them and no login theme
    - Gamer theme
    - Has avatars
    - Has text related to a topic
- Development Life Cycle:
  - Planning
    - Use VS Code
      - Have 2 pages on the website
      - Connect VS Code to GitHub Repository
    - We need to use HTML, CSS, React and Javascript
  - Analysis
    - Research on how to use HTML, CSS, and JavaScript
      - Learning by doing bootcamps
      - Educational websites
    - How many resources do we need to run our website?

- Not many, as long as it can be hosted and viewed by our product owner.
- Design
  - Documented all the system requirements.
  - Features of the website should have relevant rules about tic-tac-toe
- Implementation
  - Write the code on VS Code
  - Host the website on VS Code
- Testing & Integration
  - Run the Website a few times
  - Test run the login and no-login themes
- Maintenance
  - Check the website once in a while