

USER MANUAL

- 3D Tic Tac Toe -

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Getting Started

General: Getting started in this game is very intuitive and easy. When the program starts, a title screen will appear with two large buttons for the player to choose from. The buttons are “PLAY THE COMPUTER” and “PLAY A FRIEND”. The player should then click on the appropriate button. If they wish to play the computer they will click on the “PLAY THE COMPUTER” button and if they wish to play a friend they click on the other one. There is a Menu Bar at the top of the screen where the player can quit or restart at any point during runtime (explained in the Menu Bar section).

Play the Computer: If a player clicks on the “PLAY THE COMPUTER” button, they will then be prompted with three new buttons. The new buttons are, “EASY”, “MEDIUM” and “HARD”. These buttons represent the difficulty of the computer AI. After choosing one of the three difficulties, the Game Window will appear as well as the Player Setup Menu on top of it. See the Player Setup Menu section to see how to setup a human player for the game. After the human player is set up, the computer player will pick a random name and a random color from the list of remaining colors.

Play a Friend: If a player clicks on the “PLAY A FRIEND” button, the Game Window will appear with a Player Setup Menu on top of it. For this mode, two human players will have to be set up, so the Player Setup Menu will appear again after being completed the first time by the first player. The second player will then also fill out the Player Setup Menu. See the Player Setup Menu section to see how to setup a human player for the game.

Player Setup Menu: A player will be prompted to enter their name in the text entry box at the top of this small window next to where it says “Name: “. Under the name text box, there is a list of color names in the color that they represent. A player will pick one color to represent their moves for the duration of the game. No two players can pick the same color. After picking a name and color, the player can then click on the “DONE” button, or just simply press the “Enter” key. If the player is in the “Play a Friend” mode, another Player Setup Menu will appear for player two.

Playing the Game

General: At the top of the game window, text will be displayed to signify whose turn it is in the color that represents that player. Under this, there is a player input section where a player will input their Plane, Row and Column coordinates (1 – 4) and then clicking the “SUBMIT” button or by pressing the “Enter” key to place their move. If playing a computer, while it is the computer player’s turn, the player input section will not be visible. While a player types in numbers to place their move, white preview squares will appear on the game board signifying where on the board the current input is selecting.

Objective: The objective to the game is to try to beat your opponent by getting four of your own colored pieces in a row. This can be done in all planes and dimensions as long as they are in a row (including diagonals). There are 72 possible winning lines.

Hotkeys: There are some helpful and important hotkeys that can be used in this game. The “Left Arrow” and “Right Arrow” keys can be used to increase and decrease the angle of the board display. This can help with lining up winning lines or for just looking at the board in a different perspective. Additionally, the “Down Arrow” key resets the angle to the default and most neutral angle. The “Tab” key also resets the angle. The “Space Bar” keys redraws the display, it can be used in case the display bugs out.

Log Window: The Log Window is the small scrollable text box at the bottom of the Game Window which contains text based information of everything that happens during the course of the game. If a line in the Log Window is clicked on, it is automatically copied to the clipboard for easy pasting. The Log Window can be made bigger using the Window menu item on the Menu Bar.

Menu Bar

The Menu Bar is located at the top of the Game Window and has menu items such as File, Window, View and Help. These menu items have some useful features. In the File menu item, a player can quit or restart the game. In the Window menu item, a player can create an external and larger Log Window to more easily get information on the current game. The View menu item allows a player to

view certain information about the game as well as to change the view of the board (which can be done via hotkeys). The Help menu item can bring up the User Manual or can be used to get information about the developer of this game.