CS396 Web Dev: Project Planning Worksheet

Please fill out the following planning worksheet by answering the 9 questions asked below. In the appendix (pp. 3-7), we have given you a few examples of how these worksheets might be completed. Feel free to refer to them / use text from the samples to get ideas.

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| **1. What is the primary goal of your project?** Building an online Tic Tac Toe game that can be played by one player or by two players. Some kind of computer AI level can be chosen by the player as well. |
| **2. Will you be working alone or in a group (list team members if you’re working together)?**  I will be working alone. |
| **3. What technologies will you be using to implement your project (just list them)?**  (e.g. d3.js, React, React Native, S3, Flask, Node.js, Web Sockets, etc.)  HTML and CSS: To build the front end components for the Tic Tac Toe board  Bootstrap: To style the frontend components and for component alignment  Node.js : To run the app |
| **4. What resources / tutorials will you be using to help you?** [Boostrap Documentation](https://getbootstrap.com/)  I will also be using ideas and concepts learned in the class about DOM manipulation and common JS operations. |
| **5. What will you have made when you’re done?**  I will have a one-screen website with tic tac toe board in the middle and some visual components that will help players identify their turns or the computer AI-level. The website should provide common game functionalities such as restart, end-game, and etc. The players will be able to place a “X” or “O” in the desired grid position they want and a end-game visualization will pop up once a player wins. |
| **6. What will your first deliverable be?**  My first deliverable will be a static front-end page with all the static components laid out on the page. The board, the buttons, and texts. The buttons might not be functional, but all static components are ready. |
| **7. What will your second deliverable be?**  My second deliverable will be a playable board where players can place their tic tac toe on any grid position they want. The some game logics/rules should be in place (such as taking turns and winning the game). However, the computer AI side will not be implemented. |
| **8. What will your third deliverable be?**  My third deliverable will be a completed online tic tac toe game with a decent AI player that a human player can play against. Preferably, the computer player should provide multiple difficulty levels that human player can choose from. |
| **9. If you are working in a group, how will you divide up the work?** N/A |

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