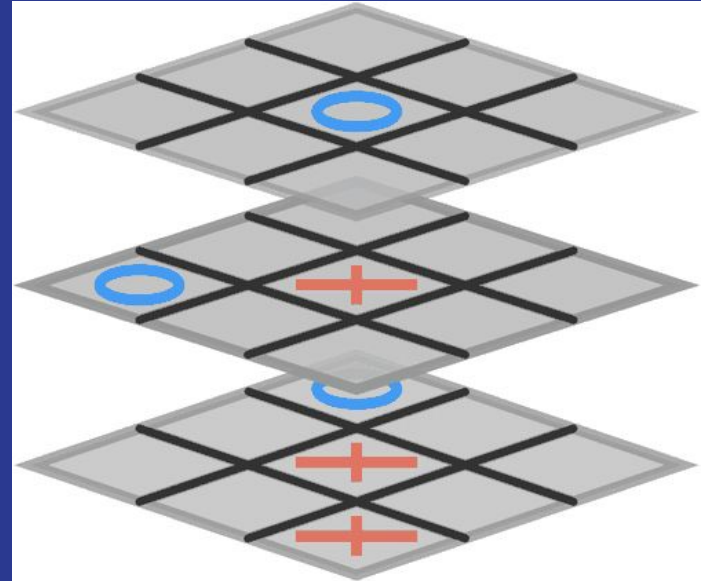


3D - Tic-Tac-Toe

Product Description



Project Overview

- 3D Tic-Tac-Toe is an extension of the traditional game of Tic-Tac-Toe.
 - Cube (6 surfaces)
 - First player to win on 2 surfaces wins the game.
- It will have up to 4 players at a time.
- Network gameplay with a messaging interface.
- AI player/s for practice gameplay.



Purpose of the Project

- User business/background of the project effort
 - Experienced fans of Tic-Tac-Toe that are prepared to play at a more competitive level
- Goals
 - Challenge fans of the original Tic-Tac-Toe game with a new fresh look
 - Create a Tic-Tac-Toe that involves multiple players
- Measure the use of product by,
 - Feedback and reviews of our customers



The Scope of the Work

- Different Work involved:
 - Maintain back-end - Teams to ensure security is up to date, servers are working fine, etc.
 - Front-end/Graphics - Teams to create logo, other graphics, and rendering of 3D cube
- All interactions between front and back-end must be seamless
- Have to take into account if people abruptly leave a game, log the errors to better the software




The Scope of the Product

- 3D Tic-Tac-Toe is a modified version of the traditional 2D game, the product is an online game that provides entertainment, brings the player community together and encourage interaction and competition among gamers.
- The game would be played online with,
 - A front-end web interface where players interact with the system
 - A back-end server that connects the players, runs the games, provides AI players, keeps gamers scores, their info, accomplishments and provides messenger services as well as game help.



Stakeholders


- The client: Our client is our parent company Online Board Games INC.
 - The customer: Our main customer would be the online gamers market. In 2010 there were around 1 billion gamers worldwide and in 2020 there are around 4.5 billion.
 - Hands-On Users of the Product: Online gamers, motivated to use the product for entertainment and social interaction with other users.
 - Others: Sponsor, Testers, our in-house business analyst, marketers and legal department.
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Mandated Constraints

- Some Constraints that are necessary:
 - Available on mobile (Android and iOS) and the Web - there is a market for both avenues and must be availed.
 - Mechanism against bots and hacking
- Needs to be available to the masses
 - It's an easy to play game but will also have a competitive sector with serious strategy so need space for both
- Must have capability for communication and ease of use



Naming Conventions/Definitions

- **Avatar**
 - A player's customizable character
 - **Rank**
 - The position in hierarchy based on a player's wins
 - **Points**
 - Rewarded by completing certain milestones during games
 - **Badges**
 - Rewards granted after reaching a certain number of points
 - **Power-charms**
 - Special abilities a player can use during the game to get an advantage over competitors
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Relevant Facts & Assumptions

- Tic-Tac-Toe has been around for over a 1000 years with minimal to no change in the style and gameplay.
- Today, there are almost 2.5 billion gamers with a steady increase of around 5.9% each year.
- The global market of online gaming today is more than 165 million and will reach around 300 million by 2025.

