3D Tic-Tac-Toe Project Description Summary Report

Group 30, Hasan Ali, Umer Qazi, Syed Raza and Claudio Jimenez

1. **Overview of the project**

   3D Tic-Tac-Toe is an extension of the century old game of Tic-Tac-Toe. This game will be available on both mobile software (iOS and Android) and as a website for PC users. Each player will create an account with a unique user ID. This will track their progress in the game and their achievements. The new game will have all the rules from the original game and some more. 3D Tic-Tac-Toe will consist of up-to 4 players with every player trying to win the game before others. The game surface will be in a cube shape resulting in 6 total surfaces where the game can be played. A player needs to win on 2 total surfaces to be considered a winner. The game will have powerups/charms to make the game more exciting. It will be a free-to-play game with players earning or purchasing different power ups and avatars for their gameplay.

2. **Purpose of the project**

   There are experienced fans of the original Tic-Tac-Toe game worldwide. Many adapt to the simple rules of the game and have an interest in gaming at a competitive level to where the stakes are higher and more than just 2 players can be involved. Our 2 primary goals are to challenge fans of the original Tic-Tac-Toe game and allow multiple players to be involved. We want to bring a fresh new look to all the fans of the original game with new features, powerups, and perks as you continue your journey on this game. We will measure the use of our product via feedback and reviews given by our customers. As we plan to have our game implemented in the apple store, google play store, and on our website, users will be able to provide real time feedback on the game to express how they are feeling.

3. **Scope of the work**

   There are various businesses that will have to be involved in the publishing, maintaining, and marketing of this product. For any business making applications, it is a necessity to have the application available on the Google Play Store and Apple App Store to ensure that it reaches the masses. Along with that, there will be the usage of AWS Servers to save and retrieve user data. These will be the main 3 services that will have to be incorporated into the usage of the game. Whenever there is a need for an update, it will have to go through these services to ensure that all users get the same update. Along with that, the goal is to make it as easy as possible for a user to play the game or create an account, thus there will be an option for them to connect it to Facebook or Gmail so they do not have to go through the whole process again. These are the services that have to be taken into account for the successful use of the application.

4. **Scope of the product**

   3D Tic-tac-toe will bring many new online game disciplines together as well as new technologies developed specifically to boost player interaction and competition. The product scope would include a new messenger interface where players can chat with their customizable avatars, it will have monthly tournaments and a new award and achievement structure to incentivize users to play more often.

   It will get players engaged with its interactive game board and graphics. It will be released to play online or by downloading a mobile application.

   We identify nine scenarios, some in the pre-game, some on the post-game and others during system maintenance.

5. **Stakeholders**

The client, our parent company Board Games 2.0 INC, has tasked the developers for a new game based on the traditional 2D version. The game will be marketed and sold to our current platform subscribers and new online players. They should have a journeyman knowledge of online games and novice understanding of tic-tac-toe.

The system managers will deploy, maintain and update the system on a scheduled basis. There will be participation on the development process by our current game platform users. Input will also be provided by in-house company departments, like our business analyst.

6. **Mandated Constraints**

A couple necessities for this project is that it should be available for Android phones, iPhones, and users on the web. The goal is to reach as many different crowds as possible and that can only be done by giving them that specific option. Mobile gaming is a booming market and we'd like to tap into that. We have to also ensure that there are full cross-platform capabilities and all users on all three respective platforms can play and communicate with each other. The ideal situation would be to take advantage of the Corona situation, but the product must be polished. Either way, it is a necessity to ensure that it is released in the Summer so all of the kids that are out from school can enjoy the game, thus building the user base.

7. **Naming Conventions/Definitions**

There are a few key definitions that need to be noted when analyzing 3D Tic-Tac-Toe. An 'avatar' is a player's customizable character Your 'rank' is the position in hierarchy based on a player's wins. A player's 'points' is rewarded by completing certain milestones during games. After reaching a certain number of points, players can earn new 'badges'. 'Power-charms' are special abilities a player can use during the game to get an advantage over other competitors.

8. **Relevant Facts/Assumptions**

Facts:

There are around 4.5 billion gamers in the world with that number steadily increasing at around 5.9% each year. The global market of online gaming is more than 165 million dollars and will reach around 300 million dollars by 2025. Globally, 44 percent of gamers reported they would subscribe to a service, with gamers ages 18-45, aspiring professionals and expert gamers the most interested. Too high pricing and poor performance are the top obstacles to subscribing. Our game is catered towards young audience as well so making it free-to-play with buy ins in the game is more beneficial for the earnings and profits our investors will get.

Assumptions:

We are hoping to work on a subscription-based model of the game at the same time which will have everything from the free-to-play model and some more additional features for the enthusiasts. The game will be primarily in English with future works on different languages. We expect the game to be played on Android 5.0 and iOS 13 at the least. 4G, 5G, and Wi-Fi compatibility will be required to connect to our servers to play the game.