

# 3D Tic-Tac-Toe Project Summary Report

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## **Project overview:**

3D Tic-tac-toe is the newest game release by our development team at Board Games INC. We want our game to bring the player community together.

The system was envisioned to be a place where users can interact with each other, while having fun playing a complete redesign on the traditional board game.

The game was developed using the original game model with added complexity, interactivity and competitiveness. We added up to 4 players. A new redesign and interactive 3D board game. Customizable user avatars for players to express themselves and tout others. An interactive chat. Tournaments with player alliances and power charms to add a twist to the gameplay.

The game will be available in mobile and web platforms.

Our high fidelity prototype included the games three main components, the game lobby, a game play room and a score screen.

We hope our game inspires other developers to transform traditional board games into fun and interactive software.

## **Requirements:**

Among the many requirements, these were the main requirements that we sought for:

**Data:** We developed many requirements that made sure to have the user able to access data seamlessly via the database that helps identify various information. This includes player currency, avatars, play history, win record, etc. Including this data to be accessible to all users ensures the game gives off a competitive look and informs the user on how they are progressing.

**Performance:** We developed multiple requirements that ensured that the user will have a lag-free experience when the user communicates with either the system itself or other users. Other requirements in this section involve interaction with other APIs such as social media companies so they can communicate with each other. These will make the game give off a very professional look that will stand next to all of the mainstream games.

**Security:** Security is a crucial aspect of ensuring the game is a worry free zone for users to download the game. We developed multiple requirements that include the safety and security of the users private information. We also ensured that the source code is not available to the public and that users will be notified of any crash reports. Many of the security requirements documented will be listed on the required terms of service page, which ensures the safety and privacy of the user. The user will not be able to access the game without accepting the terms and conditions.

**Usability & Humanity:** The usability and functionality requirements focuses on making the user experience better by looking at the look and feel of the game. It is a crucial and important part of the requirements and the game. We need to make sure that we have an appropriate environment for all players which means including a user friendly environment for players with disabilities and remove any toxicity and toxic players.

## **Project Design:**

In our final design goals, there were four principles that we sought for:

**Graphics:** The 3D rendering in this game must be very smooth and crisp. However, at the same time, it needs to be available to the masses and should not only be restricted to those with a superior graphics card.

**Colors:** The colors should be uniform across all platforms. They should ideally be on the brighter side as that gets the attention of people and they are more inclined to use the application with popping colors.

**Simplicity:** The whole program from top to bottom should be very easy to use and get right into it. There can be an optional tutorial to walk beginner players through the game but along with that, even if somebody doesn't want to follow it, the buttons and their purpose should be very clear. Also, the URL should be relatively simple so that it remains in the minds of the users.

**Connectivity:** There should be seamless communication between users on web and mobile. The system should be designed well enough that all different devices are treated the same in terms of connecting with each other. Thus, somebody on the Web version should have no problem playing with somebody that is on the mobile version.

## **Project Issues:**

Here are some of the big and important project issues that we ran into.

**Open Issues:** The hardware system administrators are changing the servers so it will affect the gameplay for now.

**Off-the-Shelf Solutions:** There are no current products that are similar to ours so we have no blueprint or a guide for our product.

**New Problems:** The game requires at least 3.1 gb of storage space to run which is more than we preferred.

**Risks:** We had to cancel small updates to meet the release day requirements.

**Costs:** The cost of the production was a lot more than estimated mainly due to Covid19.

**Ideas for Solutions:** We have to look at popular games and get inspiration from them to see what got them the success.