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Overview

An epic battle between two foes or a human against a machine…of tic-tac-toe!

Scenarios

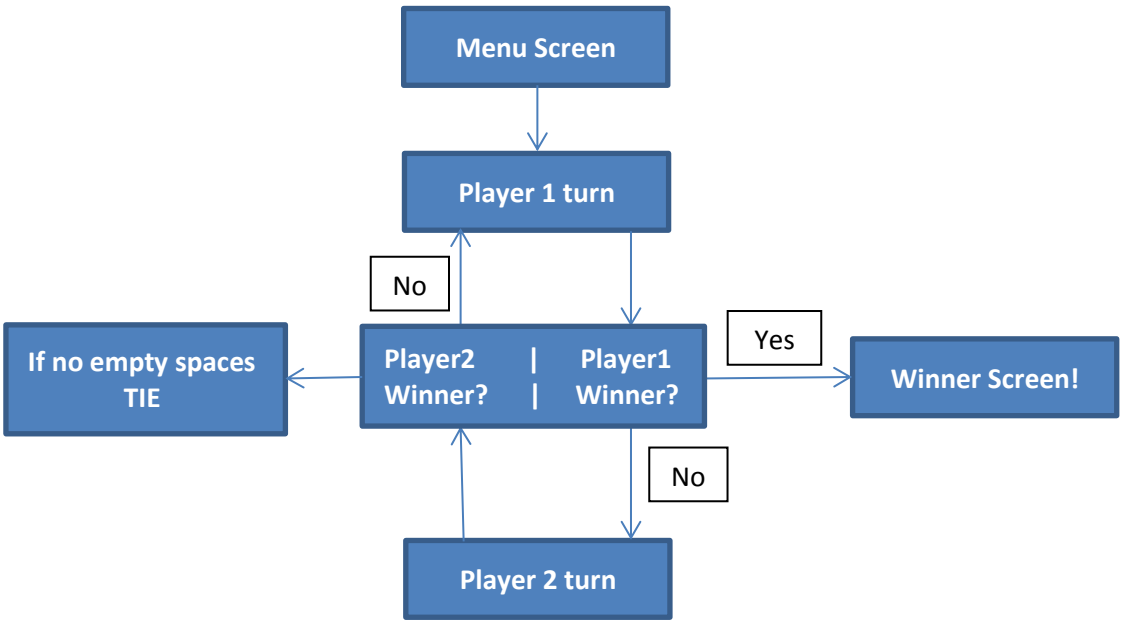
Scenario 1: John vs. computer
John finds himself stuck in a machine dominant world of killer robots. As the leader of the human resistance group, he found the robot's weakness from agents in his communications network! He sets out on a journey out to find the leader of the robots to challenge it to a game of tic-tac-toe! John has already had extensive training in tic-tac-toe from the last couple tic-tac-toe masters left alive. After hours of infiltrating the robots base, he finally finds the leader. John challenges the robot, in which the leader undoubtedly accepts. John makes the first move placing an X in the top right corner. The leader responds by placing an O in the top left corner. John gains some insight from his training and realizes he can trip up the leader and places an X in the bottom left corner. The robot places an O in the center to block John's move, thinking he removed the threat of John winning so easily. John smirks at the computer's choice and places an X in the bottom right corner. The computer notices John smirk and is confused, but places an O in the bottom center. Only after this move does the computer realize that he has fallen for John's trap as John places an X in the first column, center space for a column of three X's. The computer was so furious with its loss, it self-destructs. John wins and saved the world!

Non Goals

This program will not support the following features:

- A super intelligent computer player
- Jedi training secretes of tic-tac-toe
- World peace is not guaranteed after defeating this 'dumb' AI

Tic-Tac-Toe Flowchart



Screen by Screen Specifications

Menu Screen

On the menu screen, the user has a choice of human vs. human or human vs. computer option to choose from. For human vs. computer, the human always goes first. For human vs. human, the user and partner determine who will go first, while the program announces player1 (first turn player) or player2 turn.

Game Board(player1 and player2 turn)

Player1 will always be ‘X’ and player2 will always be ‘O’. Player can place their marker where ever there is a blank spot and cannot place a marker on an occupied space. Goal of the game is to get three of your marker in a row, column or diagonal. If there are no spaces left and neither player has won, then there is a tie.