Tic-Tac-Toe Project

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***WHAT/HOW/WHERE/WHEN TO SUBMIT:***

• Draw a UML class diagram (manual diagram also acceptable).

o Identify classes and the relation between them (for example inheritance or aggregation)

o Submit your diagram as a PDF file.

o Convert your class diagram to software classes.

o Your class diagram should reflect your code

• Review the Grading criteria and the project rubric in the eLearning

o The project is an individual project.

o *Copying, in whole or in part, from other sources will be considered an act of* *scholastic dishonesty.*

o **No Late Submission Will Be Accepted.**

• Please:

Player versus AI , AI vs Al and Player vs Player (**Mandatory)**

o Zip all the source codes (.java) in a zip file. All the Java source code necessary to compile and execute your code.

o Include a comment section and describe Your Analysis, Design and Test.

o A readme file, documenting what you have and/or have not done, describing specific details when grading the work.

o A video of your running code (to show that, it is working)

• **This is a command Line game. No GUI.**

***SAMPLE RUNS:***

• Player X is the winner x-winner.txt

• Player O is the winner o-winner.txt

• no-winner.txt

***REFERENCES:***

§ Https://mathwithbaddrawings.com/ultimate-tic-tac-toe-original-post/

§ https://www.geek.com/games/tic-tac-toe-made-much-more-interesting-with-a-simple- tweak-1559289/

§ https://mathwithbaddrawings.com/2013/11/18/tic-tac-toe-puzzles-and-the-difference- between-a-puzzle-and-a-game/