

SI@UCF: Java Class

Homework Assignment: Tic-Tac-Toe

No framework

Instead of being given a framework for this assignment, your goal will be to use the frameworks from past assignments to create a framework or yourself for this assignment. This is one of the biggest challenges of this assignment!!!

Tic Tac Toe

In class you were shown a text version of a two player tic-tac-toe game. For this assignment you will write a graphical version of Tic-Tac-Toe with two options (a) two player, (b) playing a random computer player. Your initial screen should give the user one of two buttons to press - two player mode and one player mode. Once the user selects one of these buttons, the game starts. If it's the two player game, have a direction in text at the top of the GUI for which player goes. They should then click the square they want to play in with the mouse. If it's an illegal square, don't let that square be selected. If it's legal, put in the player's piece. In the computer version of the game, after the player goes, have the computer pick a random valid square. (If you want, you can try to make your computer player smarter...)

Less Specification

Note: This assignment is intentionally poorly specified to give you practice with independently creating something largely on your own. This means that you have greater freedom of design within the constraints of the problem. Be creative with what isn't specified but still make sure that Tic-Tac-Toe is implemented in the usual way that we would expect. For your final project, you'll have to come up with your own idea and make all of the design decisions on your own, so think of this assignment as good practice for that.