# HIGHER TECHNICAL INSTITUTE COURSE IN COMPUTER STUDIES

DIPLOMA PROJECT

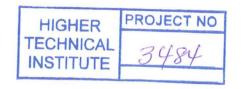
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## **3D TIC-TAC-TOE CHESS**

CS / 321

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#### **SUMMARY**

The project was initiated by the Higher Technical Institute as a final project in the department of computer studies. The idea of this project was my own proposal, being that there were no other projects concerning my interests.

The computerized system is a game combining the ideas of two classic games; Chess and Tic-Tac-Toe. This system will provide better quality features, high quality issues, high standards and visualizations than the original concept of it, being only in manual (physical) form.

The system provides easy playability for two players, colourful graphics and animations, music and other features making it a great revolution of the manual game.

Different options such as changing colour, graphics, objects and such give the game a new perspective to just moving around pawns on a wooden board. In addition, help options in the game give the user an easy and quick way of learning and getting familiar with the game, instead of having to read manuals and game rules.

#### **CONTENTS**

Acknowledgements	ii
Summary	iii
Notification	iv
Introduction	1
Preface	2
Chapter 1 – Investigation Phase	
1.1 Initial Investigation (Activity 1)	4
1.2 Feasibility Study (Activity 2)	9
Chapter 2 – Analysis and General Design Phase	
2.1 Introduction	13
2.2 Existing System Review (Activity 3)	13
2.3 New System Requirements (Activity 4)	15
2.4 New System Design (Activity 5)	18
2.5 Implementation and Installation Planning (Activity 6)	20
Chapter 3 – Detailed Design and Implementation Phase	
3.1 Technical Design (Activity 7)	22
3.2 Detailed Design Specification	22
3.3 Test Specification and Planning (Activity 8)	23
3.4 Programming and Testing (Activity 9)	24
3.5 User Training (Activity 10)	25
3.6 System Test (Activity 11)	26
Chapter 4 – Installation Phase	
4.1 System Installation (Activity 12)	27
Appendix A: Components of the game	28
Appendix B: Gantt chart	30
Appendix C: DFD's	31
Appendix D: Screenshots of the game	42
Appendix E: File Structure	45
Appendix F: Methodology of the Systems Development Life Cycle	46

-i-