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## **How to Play**

To win a game make three of your pieces line up in a row either horizontally, vertically, diagonal e.t.c. When 3 pieces are in a line the game has been won by the player with those pieces.

## **General Info**

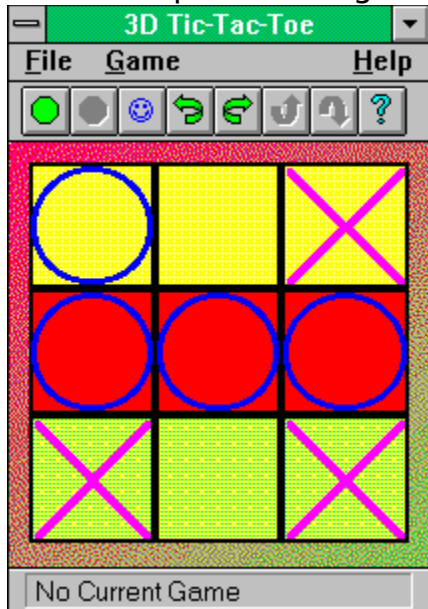
This game was written for an assignment in Interactive Input/Output design in my ACBC course at Waikato Polytech. The game was written with Borland C++ 4.0 and Object Windows 2.0 using Object Orientated Techniques.

Mathew Dredge, July / August 1994.

## 1 Dimension Game Screen

This is what the game looks like for 1D games, you can place your pieces in any of the unused places in the grid when playing a game.

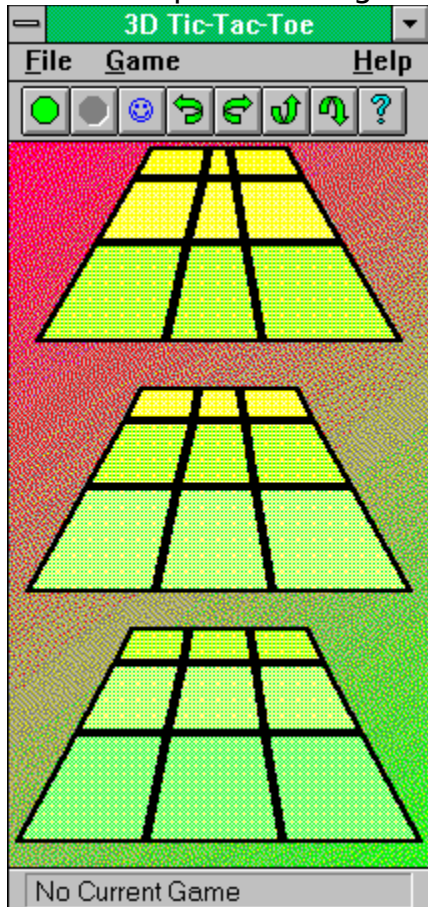
Click on a part of the game window for more information.



### 3 Dimension Game Screen

This is what the game looks like for 3D games, you can place your pieces in any of the unused places in the grid when playing a game.

Click on a part of the game window for more information.



## About Dialog Box

This Dialog box holds some useless information about the program.

Click on a part of the Dialog box to see some more useless information.



## Button Bar

This is the button bar which allows you quick access to some of the options available.

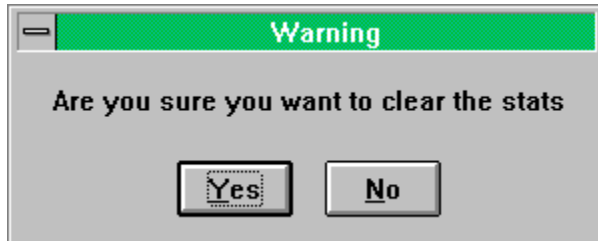
Click on part of the button bar to see what it is for.



## Clear Stats Warning Message

This is a warning message about a pending statistics clear pressing the Clear in the Statistics Dialog Box.

Click on a part of the message box for a description of what it is for.





## File Menu Option

This is the file Menu.

Click on a part of the menu to see what it is for,

Exit CTRL-X

## Game Menu Options

This is the game options menu.

Click on a part of the menu to see what it is for,

<u>S</u> tart new game	F2
<u>E</u> nd Current Game	F3
<u>S</u> tatistics	F12
<u>P</u> layer Options	F4
<u>D</u> ifficulty	▶
<u>C</u> omputer Speed	▶
Change to <u>1</u> Dimension	F8

## Help Menu Options

This is the Help menu.

Click on a part of the menu to see what it is for,

<b>I</b> ndex	<b>F1</b>
<u>H</u> ow to play	
<u>U</u> sing help	
<u>A</u> bout...	

## Menu Bar

This is the menu bar which allows you to control most of the program.

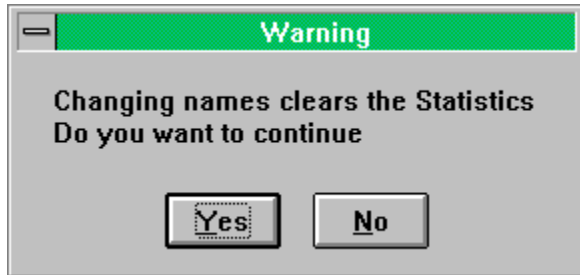
Click on a part of the menu for a popup of the menu.



## **Name Change Warning Message**

This is a warning message about a pending statistics clear due to name changes made in the Player Options Dialog Box.

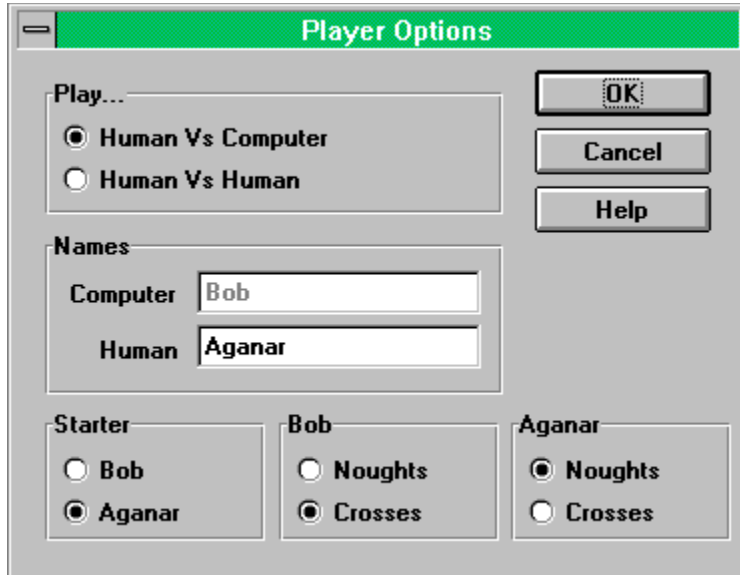
Click on a part of the message box for a description of what it is for.



## Player Options Dialog Box

This Dialog box allows you to change the player options for the game.

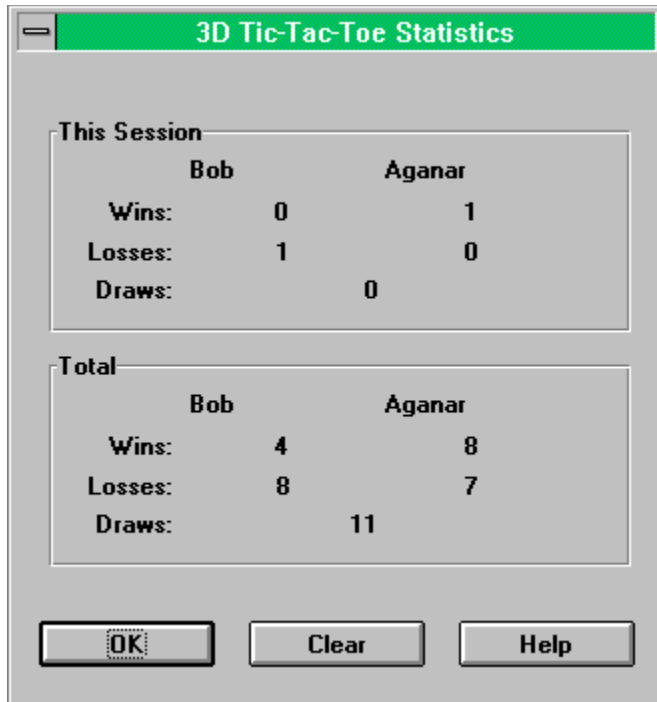
Click on a part of the Dialog box for a description of what it is for.



## STATISTICS Dialog Box

This Dialog box shows some statistics for the players.

Click on a part of the Dialog box for a description of what it is for.



## **Close Box**

Press this if you want to close a window or Dialog box. It is better to use the menus or buttons though.



## **Caption Bar**

This shows the title of the window, Dialog box or message box.

## **Minimize Box**

Press this if you want to iconize the game in the usual windows manner

## **Message Bar**

This bar at the bottom of the window will give you some handy information.

## **About Information**

Some boring information about the program....

## **About OK Button**

Press this button to return to the game.

## **About Me**

Thats The Name of the  
Programmer- Give Him  
Lots of Money.

## **3D Tic-Tac-Toe Icon**

This is the icon for this program. This icon will be the one shown in the program manager by default.

## **Start Button**

Press this button to start a new game. You cannot select this button if there is a game being played.



## **Stop Button**

Press this button to stop the game currently being played. You cannot select this button if there is no game being played.

## **Player Options Button**

Press this button to change the player options using the Player Options Dialog. You can only change the Player Options if there is no game being played.

## **Left Rotation Button**

Pressing this button will rotate the playing board in the left direction at the front when in a 3D game or anti-clockwise in a 1D game.

## **Right Rotation Button**

Pressing this button will rotate the playing board in the right direction at the front when in a 3D game or clockwise in a 1D game.

## **Up Rotation Button** 📶

Pressing this button will rotate the playing board in the up direction at the front. This button can only be selected when playing a 3D game.

## **Down Rotation Button**

Pressing this button will rotate the playing board in the down direction at the front. This button can only be selected when playing a 3D game.

## Help Button

Pressing this button will bring up the help [contents](#).

## **Easy Computer Game Option**

Select this menu option if you want the computer totally easy to play against. You cannot select this option if you are playing a game or playing against another person.



## **Medium Computer Game Option**

Select this menu option if you want the computer to be fairly easy to play against. You cannot select this option if you are playing a game or playing against another person.

## **Hard Computer Game Option**

Select this menu option if you want the computer to be a bit of a challenge to play against. You cannot select this option if you are playing a game or playing against another person.

## **Exit Option**

Select this menu option if you want to quit 3D Tic-Tac-Toe, you must end a game before Exiting.

## **Start a New Game Option**

Select this menu option if you want to start a new game. You can not start a new game if there is a game being played.

## **End Current Game Option**

Select this menu option if you want to end a game that you are playing. You can not end a game if there is non being played.

## **Statistics Option**

Select this menu option to view the statistics for the game with the Statistics Dialog Box. You can only view the statistics if there is no game being played.

## **Player Options**

Select this menu option to change the player options using the Player Options Dialog. You can only change the Player Options if there is no game being played.

## Computer Game Difficulty Sub Menu

<u>E</u> asy	F5
<u>M</u> edium	F6
✓ <u>H</u> ard	F7

This sub menu lets you change the difficulty that the computer plays at. Select one of the menu options shown above for a description. You can only change the difficulty if there is no game being played and you have selected a computer game.



## Computer Playing Speed Sub Menu



This sub menu lets you change the speed that the computer plays its game. Select one of the menu options shown above for a description. You can only change the speed if there is no game being played and you have selected a computer game.

## **Help Index Option**

This brings up the Contents Page for the help. See the [Contents](#).

## **Help on How To Play**

This will bring up a help screen on how to play 3D Tic-Tac-Toe.  
See [How to Play](#).

## **Help on How To Use Help**

This loads the windows help file that will tell you how to use help.

## **Information About 3D Tic-Tac-Toe**

Selecting this menu option shows the About Dialog Box for you to view.

## **Computer Plays Fast Option**

Selecting this menu option means that the computer makes its move fast. It places the cursor over the position that it has moved to.

## **Computer Plays Slow Option**

Selecting this menu option means you can see the computer making its move. You cannot change this selection while playing a game.

## **Player Options Ok Button**

Press this button if you want to keep the changes that you have made. If you have changed the names then a message box warning about the pending statistics clear. Pressing yes continues and pressing no will return you to the Player Options Dialog Box with the original names.



## **Player Options Cancel Button**

Press this button if you want to cancel any changes you have made to the player options.

## **Player Options Help Button**

Pressing this button brings up this help screen.

## **Human Versus Computer Game**

Select this if you want to play against the computer. The computer is player one and you are player two.

## **Human Versus Human Game**

Select this if you want to play against another person.

## **Player One Name**

Enter the name of player one in here. If you are playing against the computer the computer calls itself Bob.

## **Player Two Name**

Enter the name of player two in here. If you are playing against the computer put the name that you want to play under.

## **Player One Starts Game**

Selecting this makes player one start the game. If playing against the computer and you want the computer to start select this.

## **Player Two Starts**

Selecting this makes player two start the game. If playing against the computer and you want to start select this option.



## **Player One Noughts**

Selecting this makes player one noughts and player two crosses.

## **Player One Crosses**

Selecting this makes player one crosses and player two noughts.

## **Player Two Noughts**

Selecting this makes player two noughts and player one crosses.

## **Player Two Crosses**

Selecting this makes player two crosses and player one noughts.

## **Session Statistics**

The numbers in this area show the statistics for the game this session. A session begins when 3D Tic-Tac-Toe is started or the statistics are cleared. The statistics show the games lost and won for each player and the number of draws.

## **Total Statistics**

The numbers in this area show the statistics from when the statistics were last cleared. See [Session Statistics](#) for a description of the statistics held.

## **Statistics Ok Button**

Pressing this button will return you to the game window

## **Statistics Clear Button**

This lets you clear all the statistics, You will be prompted from a message box asking for confirmation. If you select yes from the message box then the statistics will be cleared to 0.



## **Statistics Help Button**

Brings up the help screen that you are currently viewing.

## **Change Dimensions Option**

Selecting this option will change the game dimensions to one of either 1 Dimension or 3 Dimensions depending on what the game currently is.

## **Message Box Message**

The text in a message box carries some sort of meaning, after reading it you can then select a button.

## **Message Box Yes Button**

Pressing this button means that you agree with the message and want the action carried out.

## **Message Box No Button**

Pressing this button means that you do not agree with the message and do not want the action carried out.

## **1D Game Area**

This is where you play the game, when in a game you just click in one of the squares to place your piece, The cursor goes to a solid black colour when it is over a area where you are able to place a game piece.

## **3D Game Area**

This is where you play the game, when in a game you just click in one of the squares to place your piece, The cursor goes to a solid black colour when it is over a area where you are able to place a game piece.

## **Message Box Ok Button**

Press this button to clear the message box



## Winning Message Box

This message box appears when the game has been won, It tells the name of the player and how many times the player has won in the session.

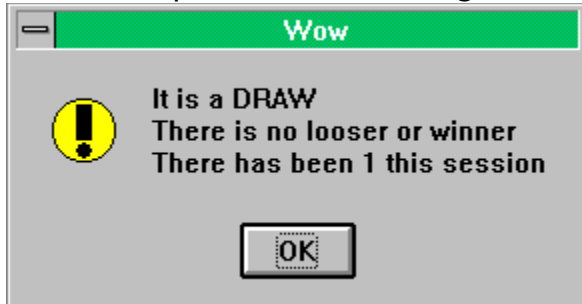
Click on a part of the message box for a description.



## Draw Message Box

This message box appears when the game has been drawn, It tells how many times a draw has occurred in the session.

Click on a part of the message box for a description.



## **Win Message**

This message tells the name of the player and how many times the player has won in the session.

## **Draw Message**

The message tells how many times a draw has occurred in the session.



