

## RULES FOR TIC-TAC-TOE

1. The game is played on a grid that's 3 squares by 3 squares.
2. You are X, your opponent the computer ai in this case) is O. Players take turns putting their marks in empty squares.
3. The first player to get 3 of her marks in a row (up, down, across, or diagonally) is the winner.
4. When all 9 squares are full, the game is over. If no player has 3 marks in a row, the game ends in a tie.

## Basketball Tic Tac Toe Features

Players must throw the ball from a raised platform (the stadium asset will provide it) to try and bounce it into one of the squares on the floor of the stadium.

A directional aide (either a crosshair or some sort of guiding system) should be implemented to help the player aim the ball.

Once the ball is aimed the player presses the throw button and the camera follows the ball as the ball is thrown.

Player will be able to select which character to play as.

Tic Tac Toe squares will be indented to capture the balls easier.

When the ball fully stops in a square is when the square is marked for the player.

Squares are marked when a player scores by an "x" or "o" asset being placed in square.

Optional Mechanic - (Wind direction can be incorporated to challenge the players.)

For reference -

