We will complete the CRC Card process on the game of Ultimate Tic-Tac-Toe (rules on back). For now, don’t worry about the user interface, just design the classes needed to simulate the game.

1) Step 1: Brainstorm Candidate Classes

2) Step 2: Filter and Refine the List

3) Step 3: Create CRC cards

4) Step 4: Identify responsibilities and collaborations using scenarios

   Use a scenario of playing the game. It may be helpful for each person to assume the role of one of the classes.

5) Step 5: Finalize classes

   Which ones were used?
**Rules of Ultimate Tic-Tac-Toe**

http://mathwithbaddrawings.com/2013/06/16/ultimate-tic-tac-toe/

---

**Board**
Consists of a 3x3 grid of Tic-Tac-Toe boards.

---

**Rules of Play**

On your turn:

- You mark one of the small squares with an X or O.
- If you get 3 in a row you win that small board, and mark it as yours.

Where you play is determined by your opponent’s last move.

If X goes here:         O must play here:

If the board you are supposed to play on is already won, you may play anywhere.

---

**Winning**
The winner is the player who gets 3 in a row on the large board, but winning the individual small boards.

In this example, O would need to claim the top left board to win.