

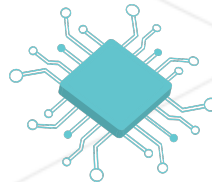


Tic Tac Toe

Command line games

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Summary: The art of building a program.



HACK
HIGH
SCHOOL



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Contents

I	Gameboard	2
II	Printing	3
III	Making the First Move	4
IV	Looping	5
V	Validity	6
VI	Did I Win?	7

Chapter I

Gameboard

- How do we play tic tact toe? It starts with drawing a # ... two sets of perpendicular lines. A grid.
- Decide for yourself how to design a game board. It could look something like this:

```
x | o |  
-----  
 | o | o  
-----  
 |  | x
```

- Be careful and plan ahead! As the game progresses, we want to be able to store and display values of o, x, or nil in each square.
- How will you save the data? It could work multiple ways. For example, you could use nine different variables...
- Or an array...
- Or an array of arrays if you really want.
- Choose the data structure that will hold your game board, and add it to your program. Let the whole board start "empty" with no x's or o's.

Chapter II

Printing

- When you first start the tictac.rb, it should print a welcome message to the terminal, and the empty game board.

```
?> tictac.rb
Welcome to Intergalactic Tic Tac Toe!
  |  |
  -----
  |  |
  -----
  |  |
```

- Later, you will want to print the same game board with something else in the squares besides empty spaces.
- Create a **method** in your program which takes the state of the board as parameter(s) and prints it out.
- Test it by changing the board state a few times within your program, and printing out each version.

Chapter III

Making the First Move

- OK, that's cool. You can print out different versions of the board if you set them yourself from inside the code.
- Now, have your program change the board based on input from the command line.
- Start with Player 1. Ask them for a move, and read what choice they make. Then update that part of the board to hold an 'x'.
- Print the board before and after.

```
?> tictac.rb
Welcome to Intergalactic Tic Tac Toe!
  |  |
-----
  |  |
-----
  |  |

Player 1, it's your turn. Which square?
0 | 1 | 2
-----
3 | 4 | 5
-----
6 | 7 | 8

2
Interesting choice, Player 1.
  |  | x
-----
  |  |
-----
  |  |
```

Chapter IV

Looping

Awesome! You know how to print the gameboard and store whether there is an x or an o in each square. You also have been able to receive a move from a player and make it real.

- In the main body of your program, add a loop which repeatedly asks Player 1 and Player 2 for their moves.
- It should alternate between the two players and print the board after each move.
- For now, the loop can be infinite.

Chapter V

Validity

Validity checking - one of the most important things you will ever need to remember as a programmer.

- To prevent cheating, insert a check to make sure that a players' move is valid.
- A move is not valid if it is outside the game board.
- A move is not valid if someone's x or o is already played there.

Chapter VI

Did I Win?

Looking good! Kudos that you have made it this far.

- Create a method in your program which determines if anyone has won yet.
- This may be the most complex part of the program so far! Remember to check for horizontal, vertical, and diagonal lines.
- Add this check to your loop so that we look for a win after every move.
- Print a congratulatory message when you do find a win!