

### **Day 13 :- Python Training**

Today, I continued working on my mini project – Tic Tac Toe Game using Python. The session was focused on enhancing the gameplay logic, refining the user interface, and testing the flow between different game states.

#### **Key Tasks Completed:**

- Improved the GUI layout using Tkinter to make the game grid visually cleaner and more interactive.
- Aligned and styled the game buttons representing the 3x3 grid for better user experience.
- Added turn indication logic to display which player's move is next (X or O).
- Implemented win and draw detection logic to announce the result after each game.
- Added a reset button to restart the game after completion without restarting the program.
- Integrated AI automation using the Minimax algorithm, allowing the player to compete against the computer with smart decision-making.
- Handled minor bugs related to button click validation and preventing over-writing moves.
- Thoroughly tested gameplay across multiple rounds to ensure stability and correctness.