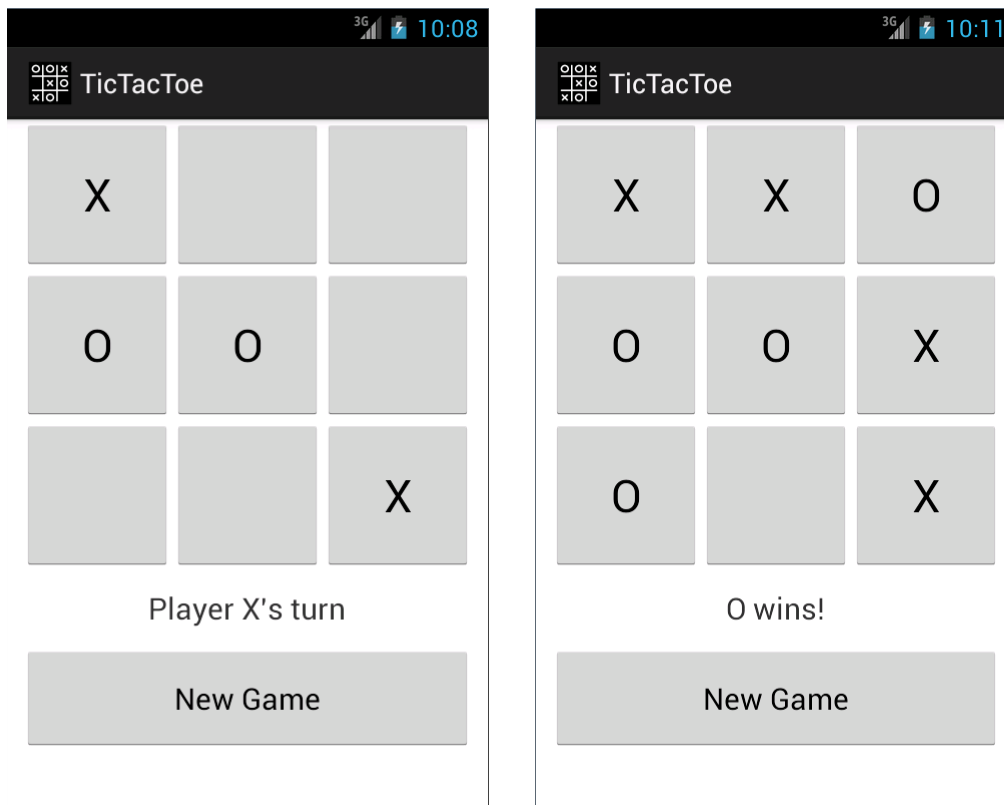# Project: Tic-tac-toe App – Due Oct 28, 2022 :

Develop a classic Tic-tac-toe game, the game has 3X3 grid, it's a two player game where each player plays alternatively, The Player one would need to fill the cell with 'X'and the player 2 will use 'O' to fill the cells. The first player to get 3 of her marks in a row (up, down, across, or diagonally) is the winner. When all 9 squares are full, the game is over.

User interface

Operation

- The app allows the user to play a game of Tic-Tac-Toe.
- The user can click the New Game button at any time to start a new game.
- The app displays other messages to the user as the game progresses such as (1) whose turn it is, (2) if a player wins, and (3) if the game ends in a tie.

Specifications

- The app uses buttons for the nine Tic-Tac-Toe squares.
- Make the app work well in portrait and landscape orientations.
- The app should save the game when the user switches orientations or navigates away from the app and then back to it.

Enhancements

- **After chapter 7:** Use styles to format its widgets.

- **After chapter 8:** Move the New Game button into the menu system and display it as an action item for newer versions of Android.

- **After chapter 8:** Add a Settings activity that allows the user to enter names for the X and Y players, and modify the messages accordingly. For example, "Joel's turn" or "Django wins!".