



Project made by:	Guided and checked by:
Aditya Gupta	Sanchayan Bhaumik Sir.

- **Python Project guidance** - ISOEH
- **Project name** : Tic Tac Toe game
- **Technology** : Python 3.8

Scope of project

This project is about creating a tic tac toe game using the programming language python. The game can be played between two players. Player 1 and Player 2 will enter their name and start playing the game. According to the moves made by the players it will be decided who has won the game or if it is a draw. The whole project can be divided into following five tasks:

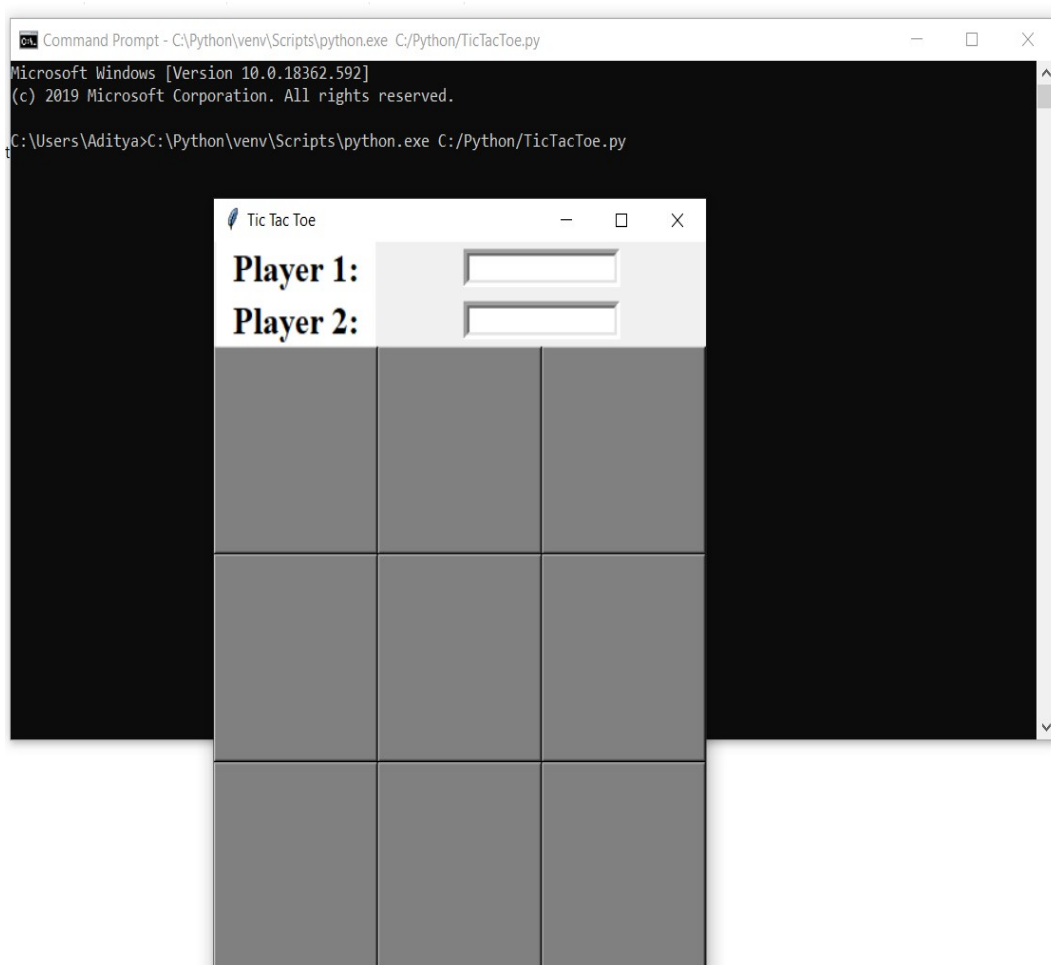
- Importing the required libraries and setting up the required global variables.
- Designing the game display function, that will set a platform for other components to be displayed on the screen.
- Main algorithm of win and draw.
- Getting the user input and displaying the “X” or “O” at the proper position where the user has clicked his mouse.
- Running an infinite loop, and including the defined methods in it.

Package used

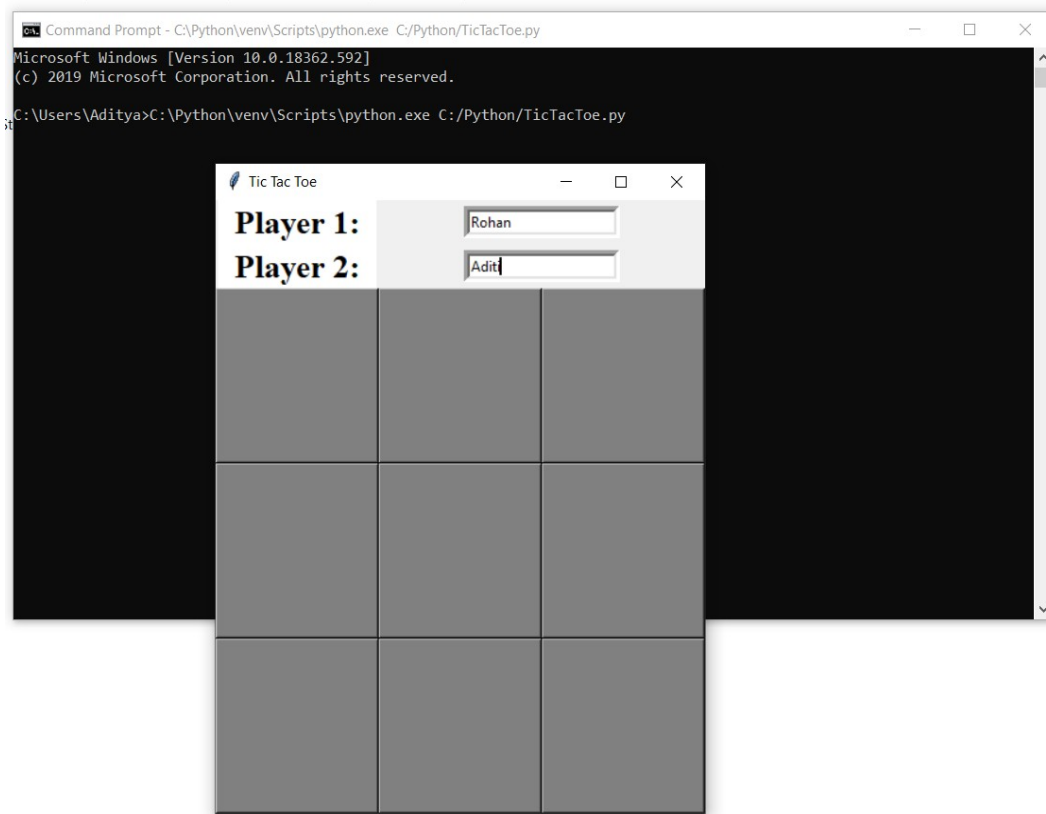
Tkinter which is a python's standard GUI library is used for creating GUI for this game. It has been used in this project to create labels, buttons and other elements.

Output Screens

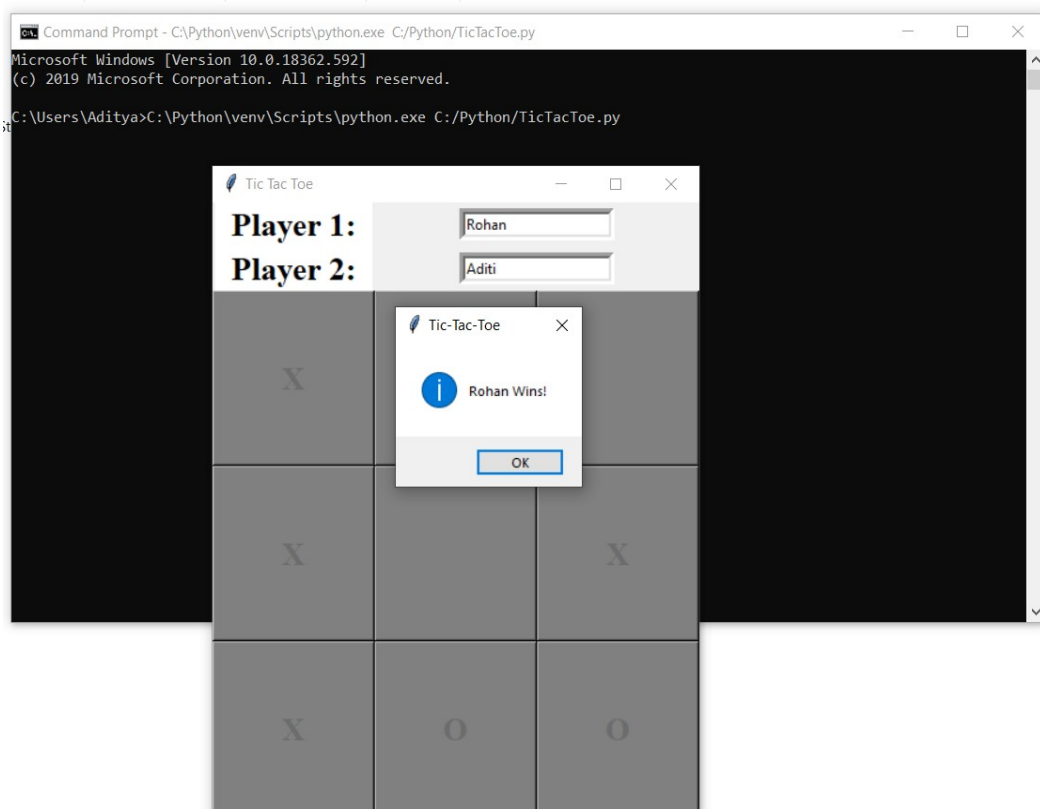
- ◆ The output screen of the Tic Tac Toe game will look like the picture given below:



- ◆ Players will enter their name and then start playing.



- ◆ Players will make their moves and respective results of the game will be displayed.



Conclusion

The Tic Tac Toe game is most familiar among all the age groups. Intelligence can be a property of any purpose-driven decision maker. This basic idea has been suggested many times. An algorithm of playing Tic Tac Toe has been presented and tested that works in efficient way. Overall the project works without any bugs.

