Tic Tac Toe game

Description:

A simple Tic Tac Toe mini game (aka X,O) ; that takes coordinates
of the place wished to be ticked as an input from the players alternately.

Objects:

1. Pygame GUI.

2. (1-9) keyboard numbers.

Preview:

1. After hitting run, the desired player will be asked to input to
the program the coordinates of his turn.

2. After initiating first turn the players will be asked to choose
the coordinates until a player arranges 3 Xs or 3 Os horizontally,
vertically, or diagonally.

3. Player 1 is defaulted to be the X while player 2 will constantly be
O.

4. If the chosen coordinates happen to be occupied, a message with
the content â␀␀Enter a valid number â␀␀ will be shown.

5. Letâ␀␀s assume that no-one wins, in this case a â␀␀tieâ␀␀ message will be
printed.

Interactions:

Each player chooses number of cell to be occupied alternately until
one wins or a tie.

Problems:
-Managing the 2d array.

-A â␀␀Not Respondingâ␀␀ error kept

-Defining the coordinates of each
cell.

on appearing, but dealt with at
last.

Feature plans:

- To improve the GUI.

- Animating the movements.

- Upgrading the game to 4x4.

- To be playable by cursor

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