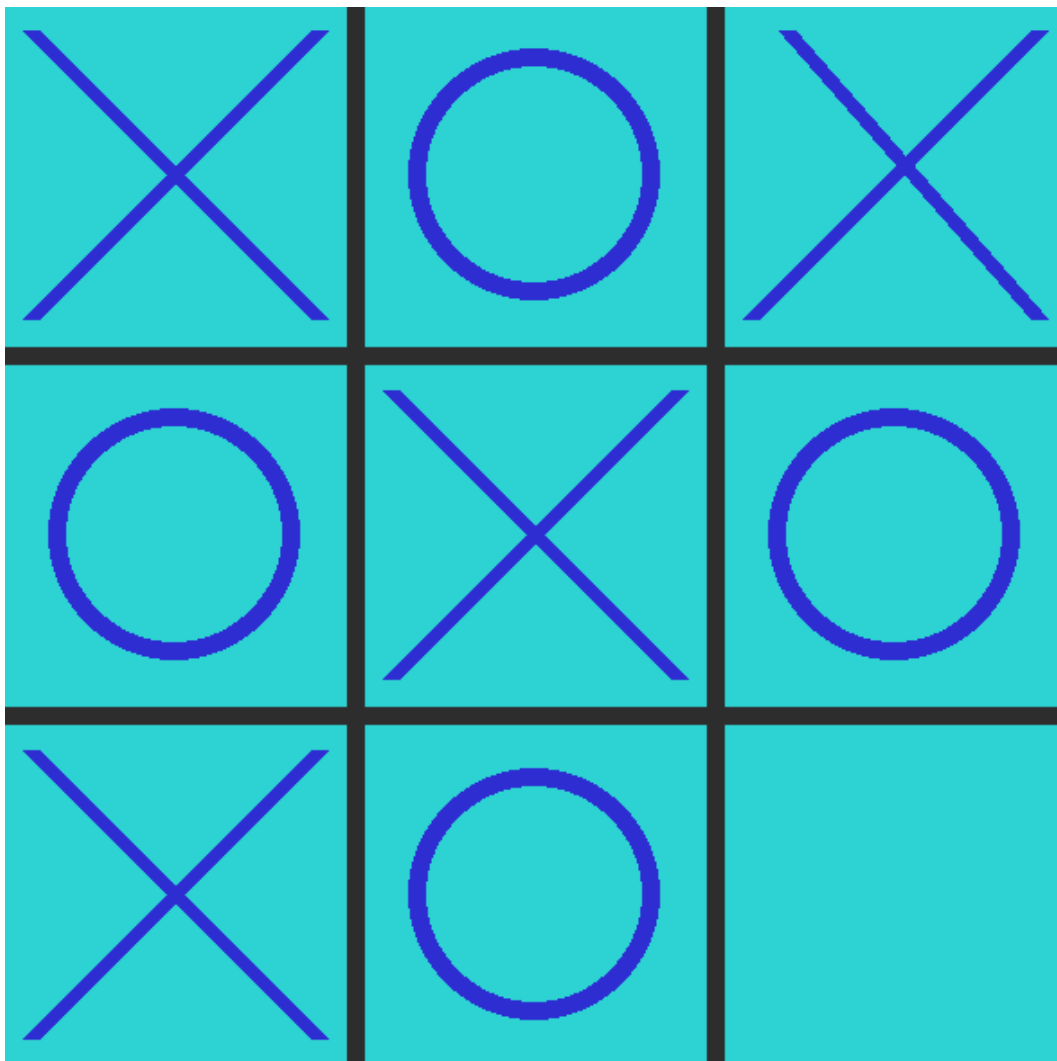# Tic Tac Toe [x , o]

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(1-1)

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.
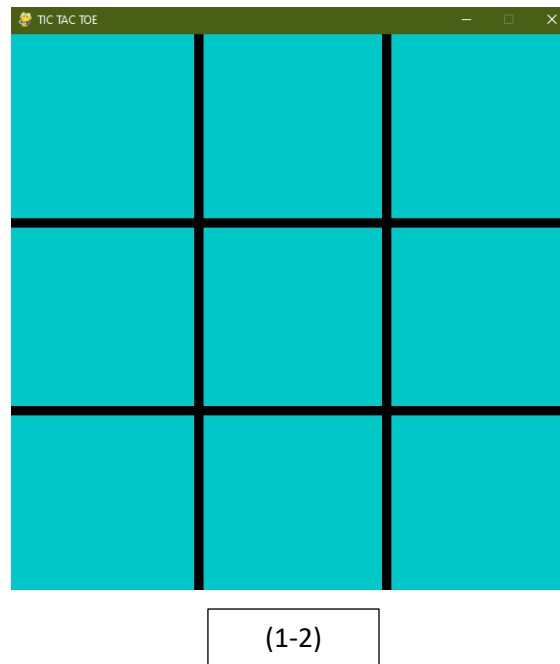
Objects:

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.

-By default the GUI shall be displayed as shown in image (1-2)
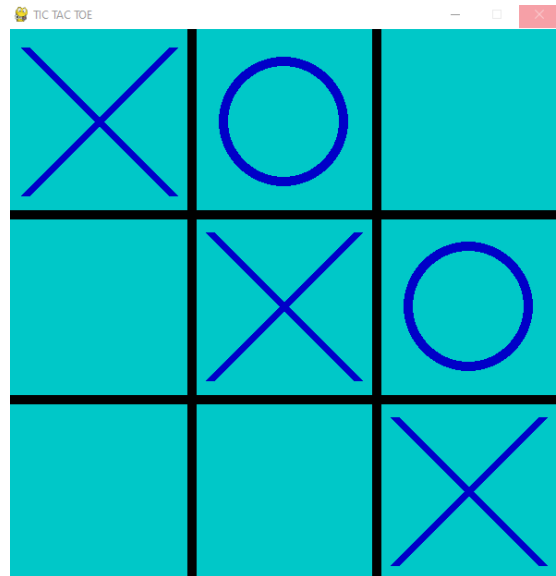
- The board consists of 3 rows and 3 columns.

(1-2)

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.
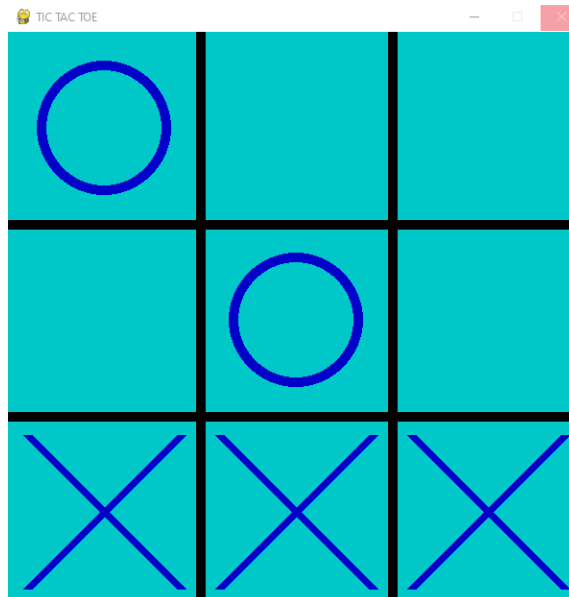
-**As illustrated in images (1-3) through (1-5).**
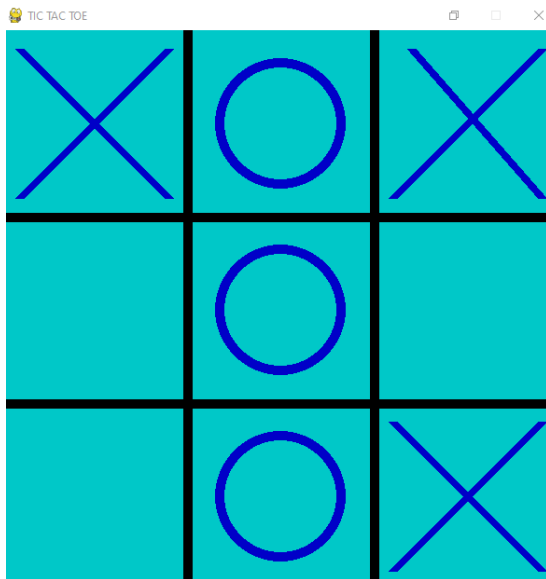
(1-3)

(1-4)

(1-5)

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 'Enter a valid number ' will be shown.

5. Let's assume that no-one wins, in this case a 'tie' 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.

-Defining the coordinates of each cell.

-A 'Not Responding' error kept 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.