



CSE 165/ENGR 140: Introduction to Object-Oriented Programming

Mini Project 3: Tic-Tac-Toe

Due Date Tuesday, March 2, 2018

Total Points: 100

1. The task for this project is simple, create a working Tic-Tac-Toe game.
2. There should be a two player mode, players take turns placing \times or \circ symbols on a 3×3 grid.
3. There should also be a single player mode, where the computer should control one of the players.
4. You are free to design the graphics and the classes in any way you want. Even though we will mostly be looking at your working program, code clarity and readability are also important.
5. The AI component does not need to be sophisticated. You will not be penalized if your AI player loses. The only requirement is that it makes valid moves.
6. Your program should be able to detect when a player has won and display an appropriate message.

Grading policy:

Correct game setup for two players	40 points
Correct implementation of AI component	40 points
Appropriate use of object-oriented concepts	10 points
Code style, clarity, and readability	10 points