

FinishedWorkingVersion_3

February 26, 2018

1 Finished Working Version 2

1.1 How to Play

There are two players for the game.

The goal of the game is to get three noughts or crosses aligned within a 3x3 grid.

This can occur horizontally, vertically or diagonally.

If there no noughts or crosses aligned, the players have drawed and the game starts again.

```
In [ ]: Player_1 = 'X'
        Player_2 = 'O'

def clear_board():
    board = [" ", " ", " ", " ", " ", " ", " ", " ", " "] # Creates empty spaces for the board
    return board

Continue = "Yes"

def print_board(board): # Prints the board in a grid format
    print(' {} | {} | {} '.format(board[1], board[2], board[3]))
    print('-----')
    print(' {} | {} | {} '.format(board[4], board[5], board[6]))
    print('-----')
    print(' {} | {} | {} '.format(board[7], board[8], board[9]))

def winner(char, board):
    if (board[1] == board[2] == board[3] == char or
        board[4] == board[5] == board[6] == char or
        board[7] == board[8] == board[9] == char or # Checks horizontal wins

        board[1] == board[4] == board[7] == char or
        board[2] == board[5] == board[8] == char or
        board[3] == board[6] == board[9] == char or # Check vertical wins
```

```

        board[1] == board[5] == board[9] == char or # Check diagonal wins
        board[3] == board[5] == board[9] == char):
            return True
    else:
        return False

    if (board[1]!=" " and board[2]!=" " and board[3]!=" " and board[4]!=" " and board[5]
        return True
    else:
        return False

    pass

def player_win(Player_1,Player_2,board): # Check if one of the players have consecutive
    if winner(Player_1,board):           # Prints out which player wins
        print("Player 1 wins!!!")
    elif winner(Player_2,board):
        print("Player 2 wins!!!")
        return True
    else:
        return False

def Game():

    global board
    board = clear_board() # Create a clear board
    print("----- START -----")
    while not player_win(Player_1,Player_2,board): # if there is no winner the game
        print("Player One:")
        placement = int(input("Select a position"))
        board[placement] = Player_1
        print_board(board)
        player_win(Player_1,Player_2,board)
        print("Player Two:")
        placement = int(input("Select a position"))
        board[placement] = Player_2
        print_board(board)
        player_win(Player_1,Player_2,board)

    #def tie(Player_1,Player_2,board):
    #if
    #return True
    #else:
    #print("It is a Draw!!!")
    #return False

Game()

```

```
In [2]: def clear_board():
        board = [' ', ' ', ' ', ' ', ' ', ' ', ' ', ' ', ' ', ' ', ' ', ' ', ' ', ' ']
        return board

def print_board(board):
    print(' {} | {} | {} '.format(board[0],board[1],board[2]))
    print('-----')
    print(' {} | {} | {} '.format(board[3],board[4],board[5]))
    print('-----')
    print(' {} | {} | {} '.format(board[6],board[7],board[8]))

def won(char,board):
    """
    char: X or O
    it receives a char and board and return True if one of the win conditions
    is detected
    """
    if (board[0] == board[1] == board[2] == char or
        board[3] == board[4] == board[5] == char or
        board[6] == board[7] == board[8] == char or
        board[0] == board[3] == board[6] == char or
        board[1] == board[4] == board[7] == char or
        board[2] == board[5] == board[8] == char or
        board[0] == board[4] == board[8] == char or
        board[2] == board[4] == board[6] == char):
        return True
    else:
        return False

def someone_won(player,board):
    """
    checks if any player won
    """
    if won(player,board):
        if player == 'X':
            print('Player 1 wins!!!!')
        else:
            print('Player 2 wins!!!!')
        return True
    else:
        return False

def main():
    player = 'X'
    next_player = 'O'
    board = clear_board()
    print("----- START -----")
    print("Guide to positions")
```

```

print(' 0 | 1 | 2 ')
print('-----')
print(' 3 | 4 | 5 ')
print('-----')
print(' 6 | 7 | 8 ')
print('\n')
while True:
    print('Current board status')
    print_board(board)
    print('Player {}:'.format(player))
    var = int(input('Select a position:'))
    board[var] = player
    print_board(board)
    if someone_won(player,board) == True:
        return
    player, next_player = next_player, player

```

```

main()

```

```

----- START -----

```

Guide to positions

```

0 | 1 | 2

```

```

-----

```

```

3 | 4 | 5

```

```

-----

```

```

6 | 7 | 8

```

Current board status

```

| |

```

```

-----

```

```

| |

```

```

-----

```

```

| |

```

Player X:

Select a position:5

```

| |

```

```

-----

```

```

| | X

```

```

-----

```

```

| |

```

Current board status

```

| |

```

```

-----

```

```

| | X

```

```

-----

```

```

| |

```

Player O:

```

Select a position:4
  |  |
-----
  | 0 | X
-----
  |  |
Current board status
  |  |
-----
  | 0 | X
-----
  |  |
Player X:
Select a position:2
  |  | X
-----
  | 0 | X
-----
  |  |
Current board status
  |  | X
-----
  | 0 | X
-----
  |  |
Player O:
Select a position:8
  |  | X
-----
  | 0 | X
-----
  |  | 0
Current board status
  |  | X
-----
  | 0 | X
-----
  |  | 0
Player X:
Select a position:1
  | X | X
-----
  | 0 | X
-----
  |  | 0
Current board status
  | X | X
-----

```

```

      | 0 | X
-----
      |  | 0
Player 0:
Select a position:0
      0 | X | X
-----
      | 0 | X
-----
      |  | 0
Player 2 wins!!!

```