Tic-Tac-Toe



GROUP MEMBERS:

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Basically , this is a two- player XO game , that can be played in a compiler. Technically speaking it consists of looping, functions, inputs from user. This is square character matrix containing the moves of each player and displayed after each move. Even though this will be slower than few webpages, coding of this problem will help in understand the language better and proceed to advanced coding. Rules of the XO game except the standard rules is we included a reverse number pad for numbering.

|  |  |  |
| --- | --- | --- |
| 1 | 2 | 3 |
| 4 | 5 | 6 |
| 7 | 8 | 9 |

Here the respective player has to choose the number to place his move. So following this 8 moves will be done till game finishes. This can be done through python, c, c++, etc. We mostly prefer c++, for better coding purposes.

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* Header – game name, club name
* Rules – two players, numbering 1-9, player one will be X,
* Creativity – player name, end credits, play again(if no idea press run button again), strike (if possible)