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| **Student Name** | **Arun Adhikari** |
| **SRN No** | 202100406 |
| **Roll No** | 31 |
| **Program** | **Department of Computer Engineering** |
| **Year** | 2024-2025 |
| **Division** | G |
| **Subject** | Artificial Intelligence lab |
| **Assignment No** | 10 |

**Title: Two-Player Tic Tac Toe Game**

### Objective:

The objective of this mini project is to design and implement a simple **two-player** game — **Tic Tac Toe** — that allows two users to play alternately on the same system. The game should check for winning conditions, detect draws, and announce the result appropriately.

### Tools and Technologies Used:

* **Programming Language:** Python
* **Libraries:** No external libraries (only standard input/output and basic Python features used)
* **Platform:** Cross-platform (works on any system with Python installed)

### Project Description:

This project involves creating a command-line based **Tic Tac Toe** game for two players. The board is represented using a 3x3 grid, and players take turns marking their symbol (**'X'** or **'O'**) in the available cells.

* The game starts with Player 1 (X).
* Players choose their move by entering the number corresponding to a position on the board.
* After each move, the board updates and displays the current state.
* The program checks after each move if:
  + Any player has won.
  + The board is full resulting in a draw.
* When the game ends, the winner (or draw) is announced.



