# MAUI EXAMPLE: TIC-TAC-TOE

Tic-Tac-Toe is an open-source project that provides an example for a simple application using .NET MAUI (VS 2022 .NET Multi-platform App UI). Most of the code in C#, XAML, and unit testing was performed using XUnit. The game is based on the paper and pencil version of TIC-TAC-TOE that I played when I was young. I made it because I wanted to create my first .NET MAUI application, where most of my time is spent as a professional WPF developer. The logic used for the computer playing the game is designed on the principle of not losing rather than trying to win.

# Possible Future Changes

If I have time in the future, there are a few things that I was wanting to add:

Ability for the user to pick X or O.

Add a shaking effect when the user clicks down on the X or O.

Add a small delay before the computer plays.

Add the ability for the computer to occasionally loose, currently it never does.

# Known Issues

none

# Supports

.NET 9.0 for Windows

.NET 9.0 for Android

.NET 9.0 for IOS (Untested)

.NET 9.0 for MacCatalyst (Untested)

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# Contributors

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