This an advanced version of tic tac toe game which is built using pygame, and python. It has two files, 1)constants: which comprises of all the constant values used for designing the UI.

2) python file for tic tac toe game.

It is player vs Ai and player vs player.

In this game, 9 boxes, player one X and player 2 Y. both block each other to get 3 X or Y consecutively in a row or column or along diagonal.

This python file includes various methods:

Process:

1)Create screen and code to exit the screen pygame.display.set\_mode

2)create vertical and horizontal lines using pygame.draw.line

3)make a board using class Board and udsing numpy create matrix of zeros.(3\*3)

4)create a marksq. function which will take row, col, and player no. as parameter and retrieve the matrix after clicking the box. Later the no. will be replaced by x/o. To integrate it with event.type=MOuSEBUTTONDOWN, we return event.pos(which will retrieve coordinates of the box) and then instead of coordinates we print row and col by row=event.pos[0]//square\_size and col=event.pos[1]//square\_size

5)will create an empty square method, and call in main method, if emptysq is true, then call marksq.

6)next\_turn is method to retrieve the player whose turn is next.

7)now, before next\_turn fun in main method, we will call draw\_fig method which draws x n o. we draw o using circle and x using descending n ascending lines.

8) Final state func: Which will in this there is code for retun player 1/2 along with the dimension of win straek.

9)Apply min-max algorithm. 0—minimises and x—maximises. Terminal cases are player 1 wins return -1or 2 wins we return +1 , nobody wins we return zero..