**Welcome to Tic-Tac-Toe in R!**

This tutorial will guide you through how to play this Tic-Tac-Toe game.

The motivation behind creating this game was to introduce R in a fun way to introduce R to those who are interested in coding or who may rely on R or statistical programming languages in the future. It is supposed to be easy to play for R beginners while also allowing players to go into the source code directly to see specifically how this program runs.

**Getting started:**

This game relies on R and performs best when run in RStudio. R can be downloaded here: <https://www.r-project.org/> RStudio can be downloaded here: <https://www.rstudio.com/products/rstudio/download/>

RStudio is made up of 4 panels (source, console, environment, plotting). User inputs occur completely within the RStudio source window (top-left) and the game outputs are viewed in the console and plotting windows.

Finally, this game relies on 2 R packages: *sp* and *rgeos*. If you are seeing error messages like: and they can be installed under **Tools > Install packages**

As you probably know, Tic-Tac-Toe is a game where players compete within a 3x3 cell grid to place their respective symbols (Xs or Os) in a horizontal, vertical, or diagonal line. In this version of Tic-Tac-Toe, you will be playing against a computer.