Dojo Challenge
04 Noughts and Crosses

Level: Beginner / **Intermediate** / Expert

Goal

Your program will let two people play noughts and crosses.

When you program runs, ask the two players for their names.

You will then go into the 'game loop' where you will print out the current 'board' and then prompt the player whose go it is to enter their 'move'

Example run of the program could look like this:

```
Hello player 1 - what is your name? Tom
Hello player 2 - what is your name? Harry
. . .     Press 1 2 3
. . .           4 5 6
. . .           7 8 9

What is your move Tom? 5

. . .
. X .
. . .

What is your move Harry? 9

. . .
. X .
. . 0
```

Once you have the game loop working, think about how you know if someone has won? How do you stop someone playing in a space already used by an opponent?

Do you think you could make the computer play Player 2's moves instead of a human?

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Skills Required

- Input
- Loops
- Formatting print
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