TicTacToe Workshop Documentation

Description

With this Coding Club we want to bring you closer to coding.

The task for this Coding Club: Tic Tac Toe.

In one of the most widespread programming languages used for software development.

Language: Python

Setup

- own Laptop (can be provided in offline sessions) with
  Visual Studio Code (https://code.visualstudio.com/Download) or a similar Text Editor
- the repository downloaded
  (https://github.com/CodingClubs-Berlin/PongCodingClub)
- Install Python3(https://www.python.org/downloads/release/python-391/)
- Install pygame via command prompt
  (python -m pip install --upgrade pip
   pip install pygame)

Steps

1. Change window size
   New: change variables, execute file
2. Draw Grid
   New: use functions/ global variables
3. Detect click
   New: use function arguments
4. Track turns
   New: if-else conditions
5. Modify field
   New: use/change array
6. Draw field
   New: write function
7. Check for win
8. Check for draw
9. Draw end screen and let game end

Available Functions

Drawing:

- drawGrid(screen, colour, windowSize, horizontalLines, verticalLines, lineWidth)
- drawCircle(screen, colour, positionX, positionY, radius)
- drawCross(screen, colour, positionX, positionY, sideLength, lineWidth)
- drawEndScreen(screen, text, bgColour, winSize)

Game logic:

- createEndScreenText(text, colour)
- noMoreSpace(field)
- printField(field)