Shri vishnu Engineering college for women
TIC TAC TOE
Team 9

Kattunga Lakshmi Deepika: 20B01A0578: CSE
Kusam Roshini Reddy: 20B01A0129: CIVIL
Maddi Jahnavi Sai Lalitha:20B01A0130: CIVIL
Goru Jhansi: 21B05A0506: CSE
Matta Naveena:21B05A0416: ECE

31-03-2022

Introduction

- The first print reference to "noughts and crosses" , the British name, appeared in 1858, in an issue of Notes and Queries. The first print reference to a game called "tick-tack-toe" occurred in 1884.

- "Tic-tac-toe" may also derive from "tick-tack", the name of an old version of backgammon first described in 1558. The US renaming of "noughts and crosses" to "tic-tac-toe" occurred in the 20th century.

Description

- The game is to be played between two people.
- One of the player chooses 'O' and the other 'X' to mark their respective cells.
- The game starts with one of the players and the game ends when one of the players has one whole row/ column/ diagonal filled with his/her respective character ('O' or 'X').
- If no one wins, then the game is said to be draw.

Project Flow

Each team member contribution

- Roshini–Coding and ppt on LaTeX
- Jahnavi–Coding and Implementation
- Deepika–Coding,Testing and ppt on LaTeX
- Jhansi–Coding and Testing
- Naveena–Coding and Implementation

Challenges

- Importing Tkinter
- Studying the modules in Tkinter

Learnings

- Git
- LaTeX
- Tkinter(GUI)
- Random
- Messagebox in Tkinter

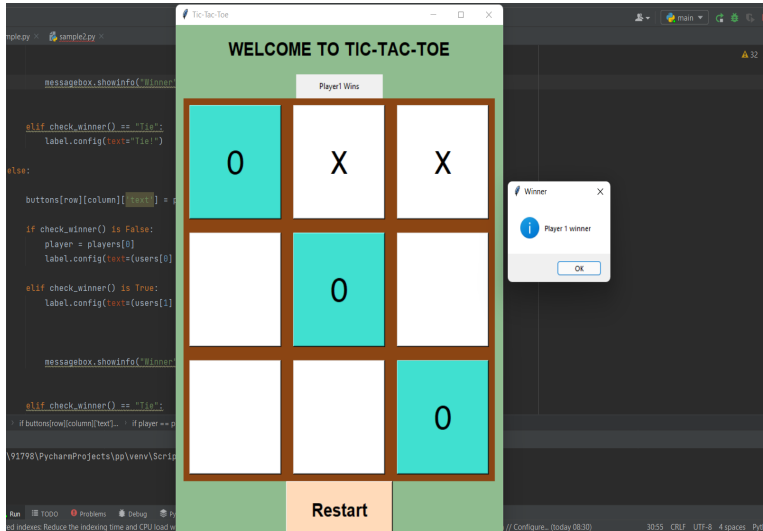# Tech Stack

- Pycharm for coding
- Gitlab for uploading files

Code Statistics

- Number of Lines of Code:158
- Number of Functions:4

Git Repo

```
https:
//gitlab.com/jhansi121/tic-tac-toe.git
```

THANK YOU