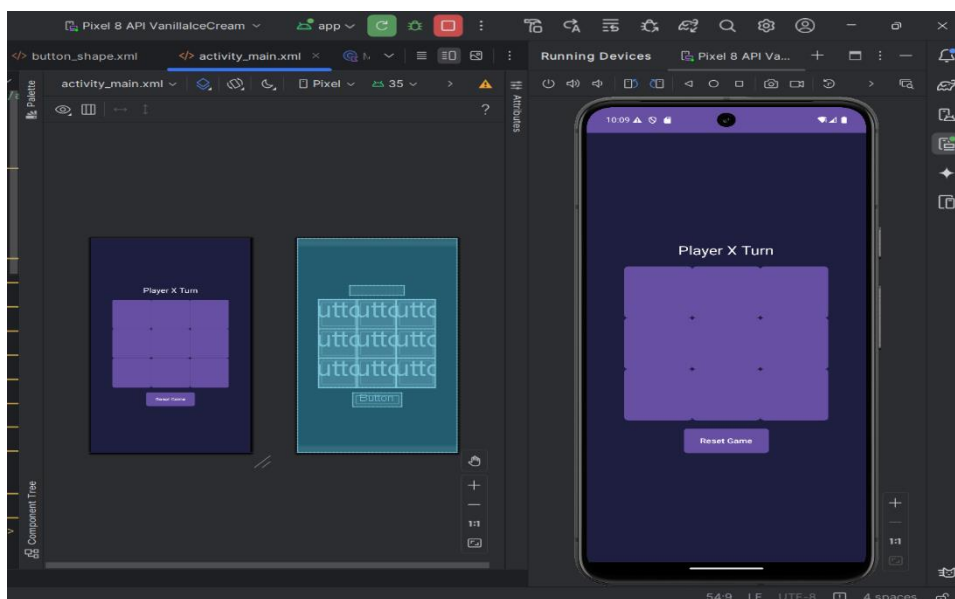


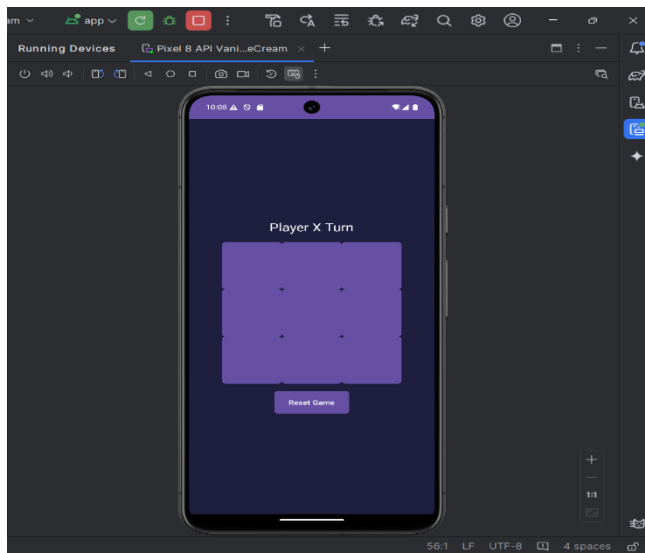
❖ Demonstration Of Tic-Tac-Toe Game:

https://drive.google.com/file/d/1gV6oH1yKZBNScwFAkN_LaFsV0zh_OQn0/view?usp=drive_link

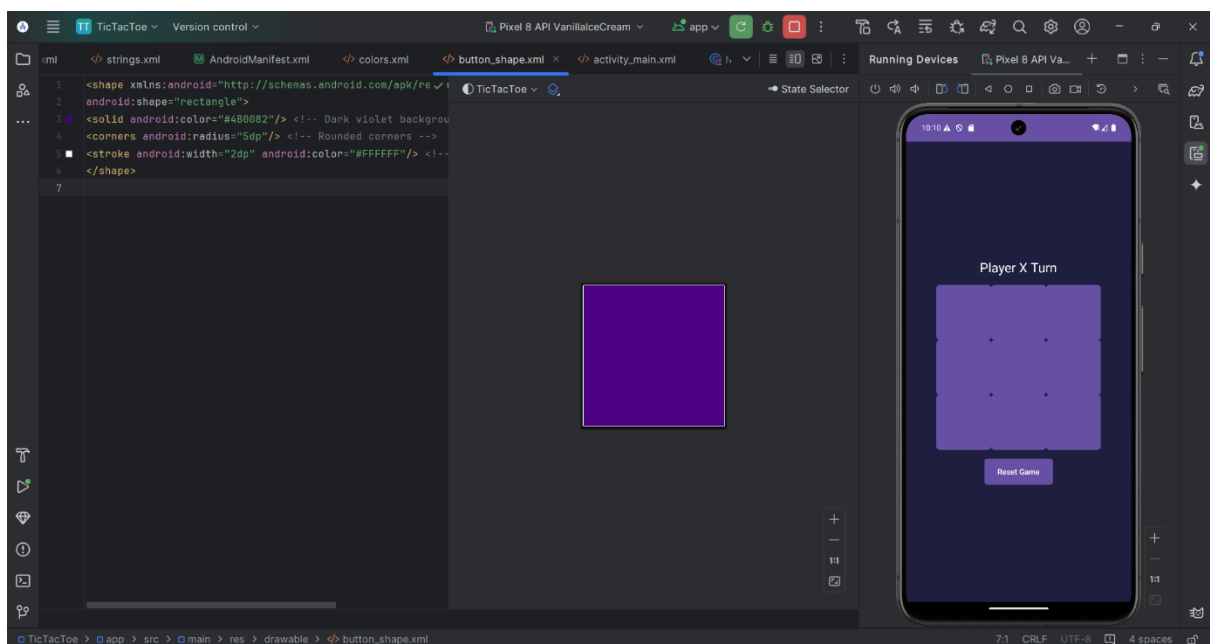
- **Game Objective:** Two players (X and O) take turns clicking buttons on a 3x3 grid. The first to align 3 symbols horizontally, vertically, or diagonally wins. If the grid fills up with no winner, it's a draw.
- **User Interface:**
 - A message at the top shows whose turn it is (Player X or O).
 - The grid consists of 9 buttons for players to make their moves.
 - A "Reset" button allows the game to restart at any point.
- **Game Flow:**
 - Players click a button, which updates with "X" or "O".
 - The game checks after each turn if there's a winner or a draw.
 - If a player wins, the game stops, and the winner is announced.
 - The reset button clears the grid and starts a new game.
- **Additional Features:**
 - **Accessibility:** Buttons have descriptions for screen readers.
 - **UI Styling:** The app uses a clean design with styled buttons and dark themes.

1. User Interface on online virtual Device:

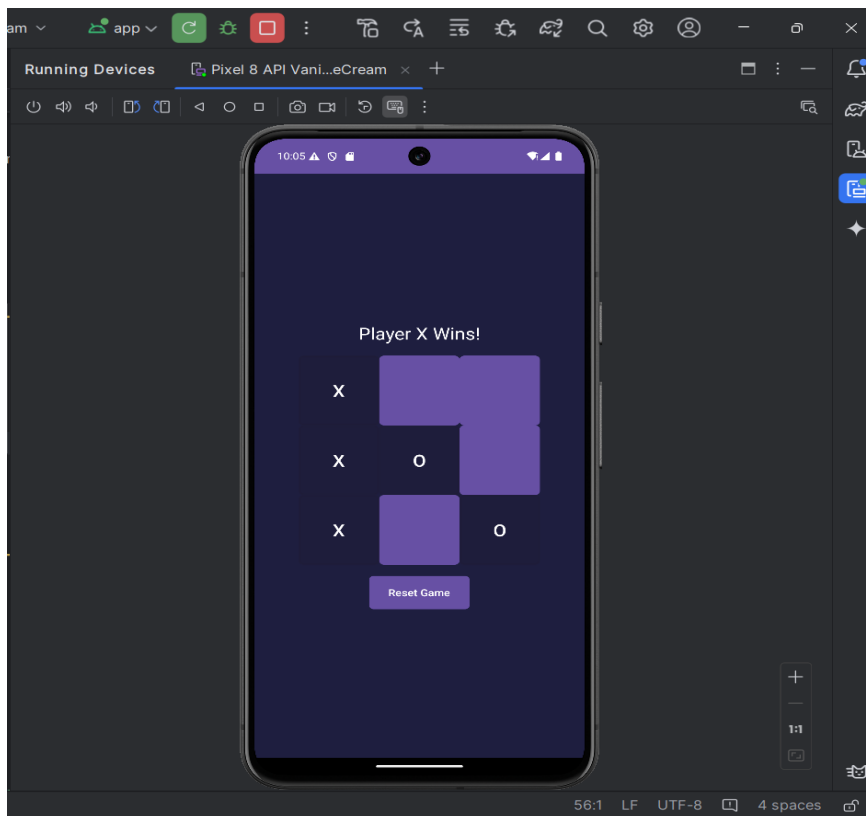




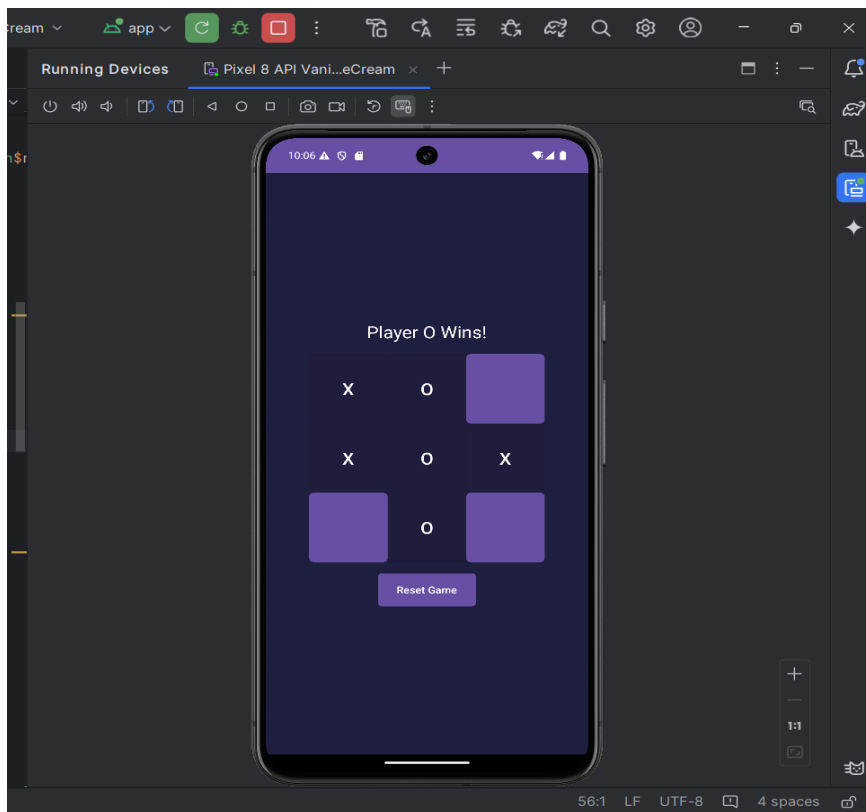
2. Button Shape:



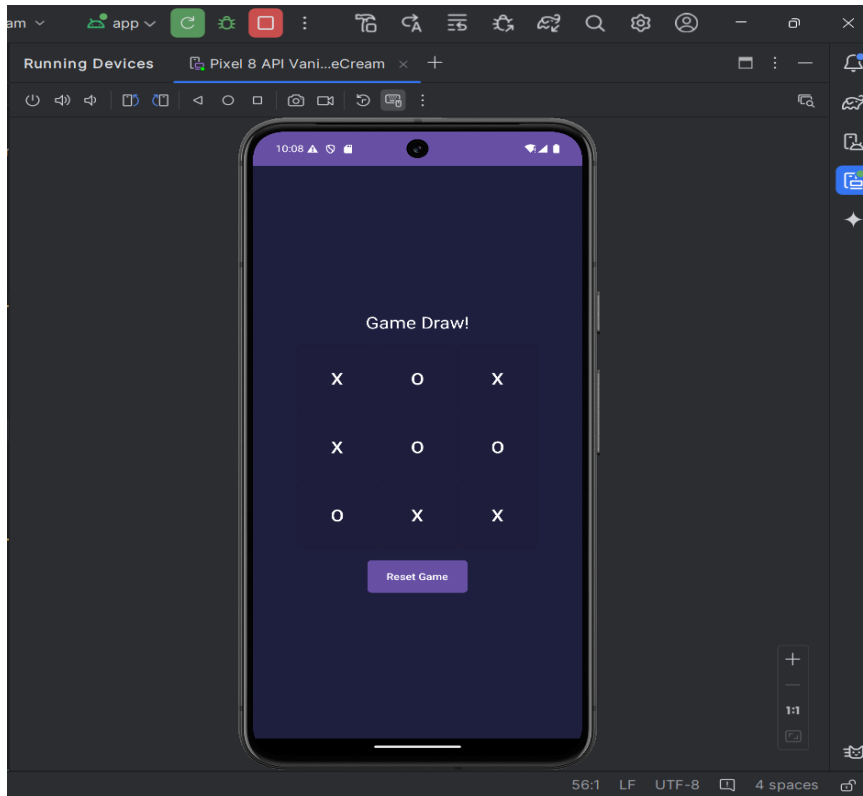
3. Player “X” Wins Condition:



4. Player “O” Wins Condition:



5. Game Draw Condition:



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