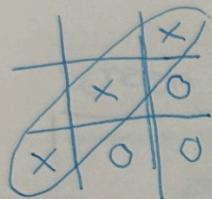


# PROCESS WORK Assignment 4

## TIC-TAC-TOE

How To Play: - Two player game



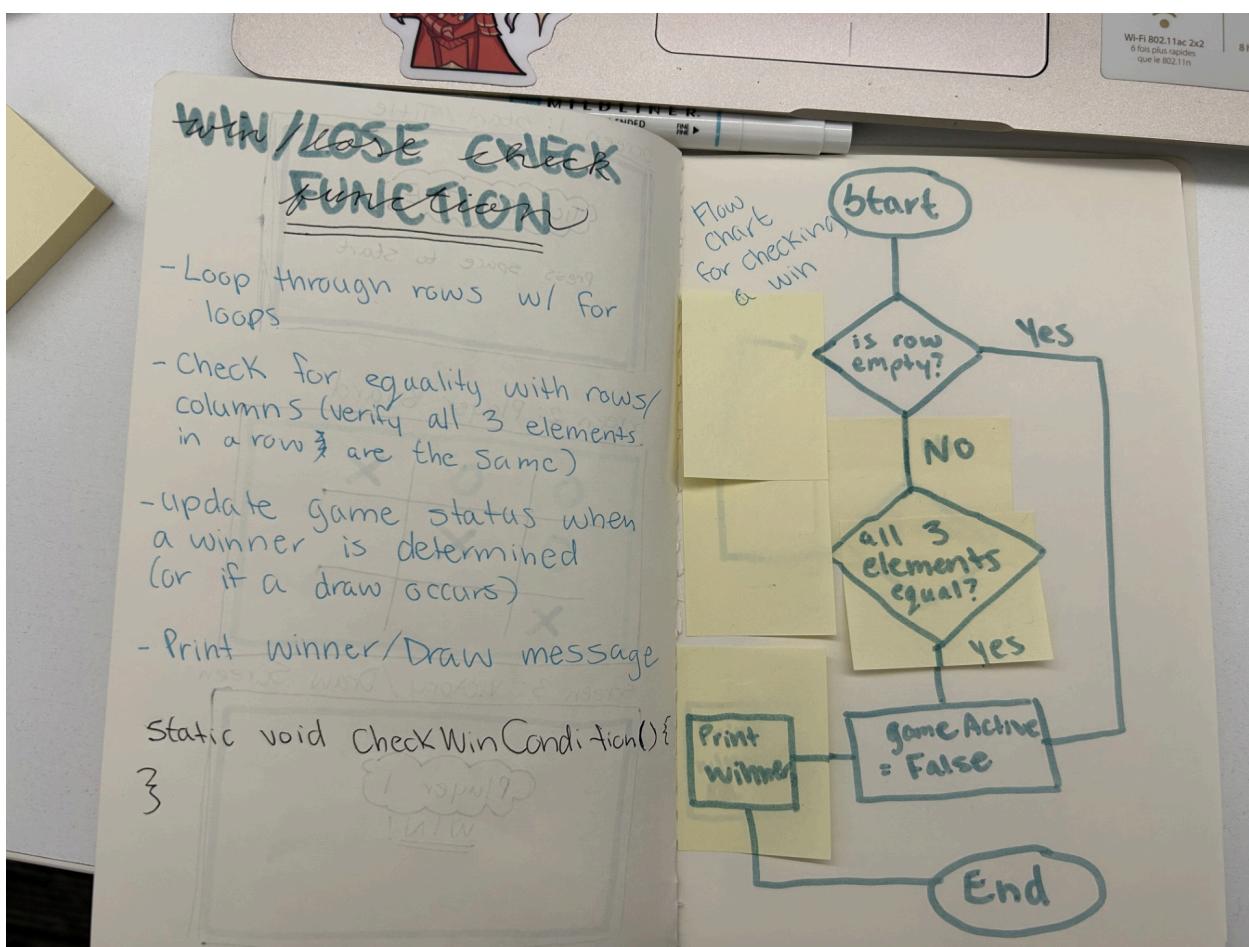
- $3 \times 3$  grid
- Players alternate turns  
(First player is X  
Second player is O)

↳ Win example - First player to succeed  
in placing 3 of their marks  
in a horizontal / vertical /  
diagonal row = win

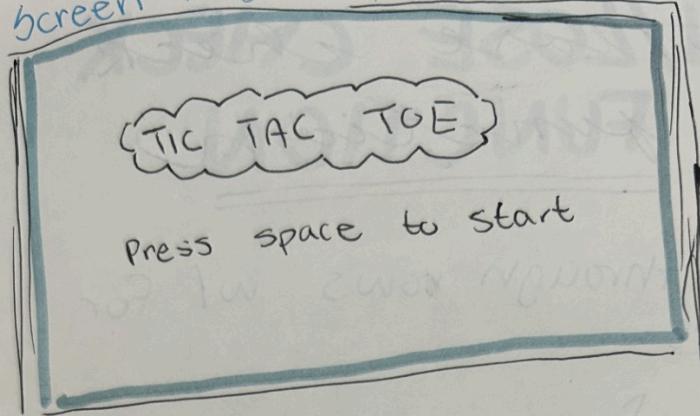
## 5 STEPS TO IMPLEMENT

- Create a  $3 \times 3$  board w/ Raylib
- Use loops to keep game going  
until winner is determined (or tie)
- Create function to check win  
conditions for row, column, diagonal

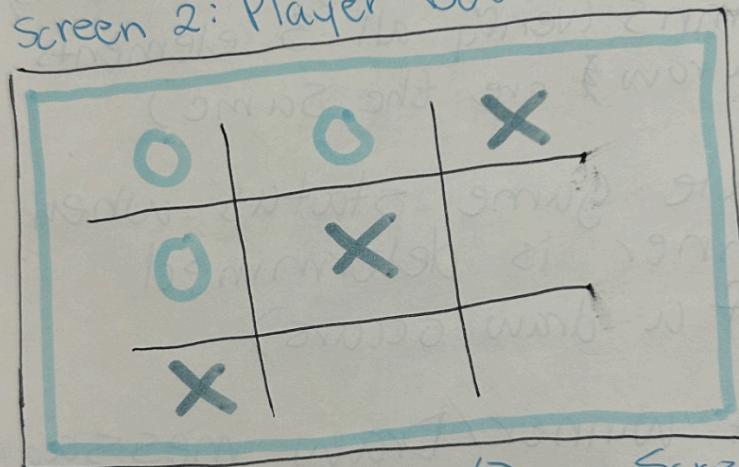
- Keep asking user to enter a valid (empty) spot on board (can't put symbol on a taken spot)
- Check draw w/ a function
- keep track of turns



Screen 1: Start / Title



Screen 2: Player Board



Screen 3: Victory / Draw Screen

