

# **Tic Tac Toe in C++**

A Simple Terminal-Based Game

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# Project Overview

- Classic 2-player Tic Tac Toe game
- Terminal-based user interface
- Built using C++
- Features clean display and win/draw detection




# **Features**

- Two-player mode (X and O)
- Custom player names
- Win and draw detection
- Input validation
- User-friendly console UI


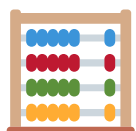


## **How It Works**

- Game uses a 3x3 character array for the board
- Players input positions (1-9)
- Checks for winning conditions after every move
- Draw if all cells are filled without a winner

# Requirements

-  C++ compiler (like g++)
-  Terminal or Command Prompt
-  Basic knowledge of C++ syntax

# Future Improvements

-  Replay option
-  Score tracking across rounds
-  GUI using SFML or Qt
-  Player vs Computer with AI (Minimax)



# Demo

```
=== Tic Tac Toe ===
```

```
Enter name for Player X: Faujul
```

```
Enter name for Player O: Kabir
```

```
 1 | 2 | 3
---|---|---
 4 | 5 | 6
---|---|---
 7 | 8 | 9
```

```
Faujul (X), enter your move (1-9):
```

```
Faujul (X), enter your move (1-9): 7
```

```
 X | O | O
---|---|---
 X | O | 6
---|---|---
 X | X | 9
```

```
Faujul wins!
```

```
Thanks for playing, Faujul and Kabir!
```



# GitHub & Author

-  GitHub: [github.com/Faujull](https://github.com/Faujull)
-  Developed by: Faujul Kabir
-  Open-source project (MIT License)