**Code a Tic Tac Toe game in python using the concepts learned in unit 1. The code should:**

-Use strings, lists, loops and if statements.

-Take user input for the names of the two players.

-Have user friendly prompting.

-Have comments to describe functions where necessary.

-Include your name, the date and the number of the program at the top of the code using comments:

**Please submit:**

-Pseudocode OR a flowchart to show proper planning.

-A .py file with an appropriate name.

**Example output:**  
A screenshot of a computer program

AI-generated content may be incorrect.

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| RUBRIC | Level 4 | Level 3 | Level 2 | Level 1 |
| Code Planning (10) | Planning accurately outlines the various components of the code. | Planning outlines most components of the code. | Planning outlines some components of the code, but omits critical information | L Planning  -2000 aura |
| Code Development (20) | The code runs properly without any errors. | The code runs properly with minor errors. | The code has major errors impacting function. | The code has major errors and does not function. |
| User friendly prompts and inputs.(10) | Prompts clearly direct the user to avoid errors within the code. Methods of error mitigation are used. | Prompts direct the user towards specific inputs. | Prompts are used but are vague or unclear. | Prompts are minimal or lacking, |
| Organization of Code (10) | Code is logically and neatly written with proper use of comments and accurate variable naming throughout. | Code follows a mostly logical path with use of comments. | Code has unnecessary components and lacks comments. | Code is illogical and does not use any comments or proper variable naming conventions. |
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