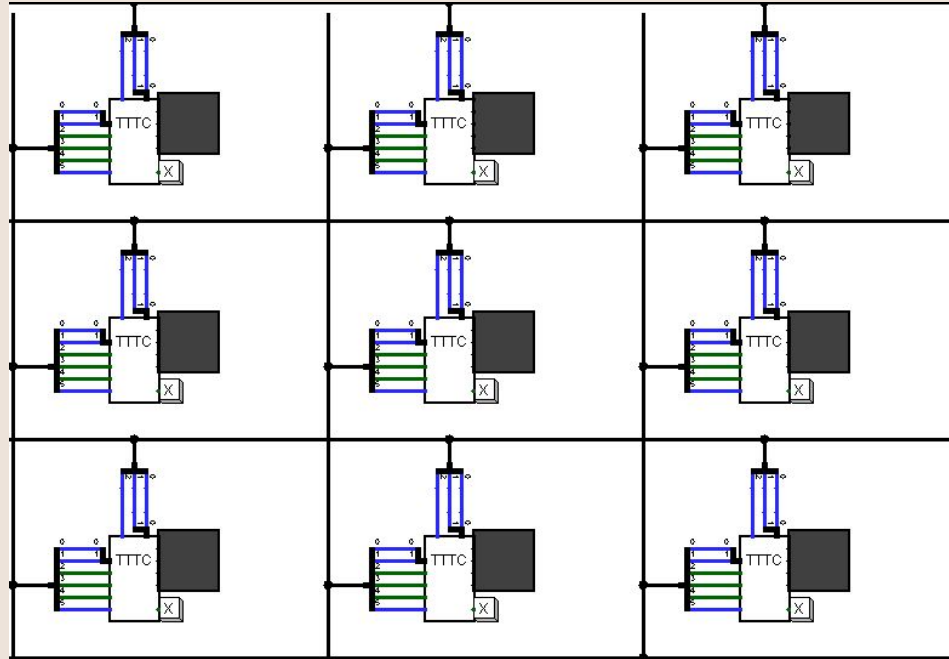


“The Game of Noughts and Crosses”

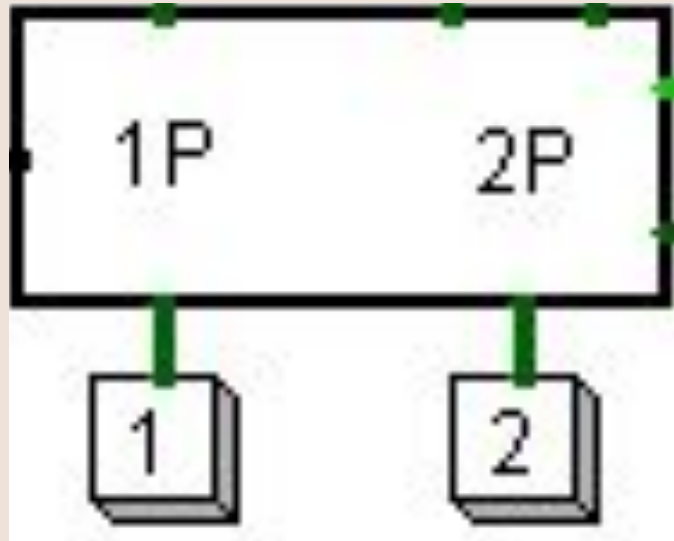
group 21216
Tatarintsev Vladislav
Makhov Nikolay
Pogibelnaya Olga



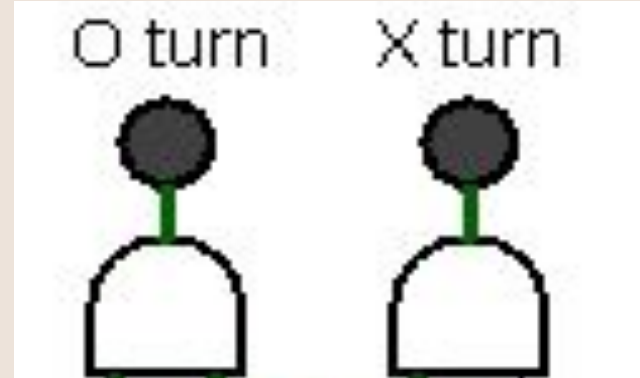
Gamepad



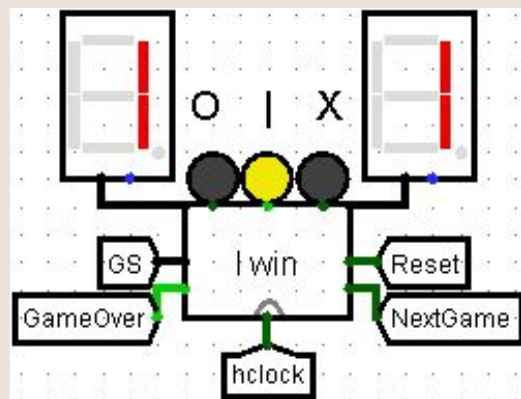
Playing field



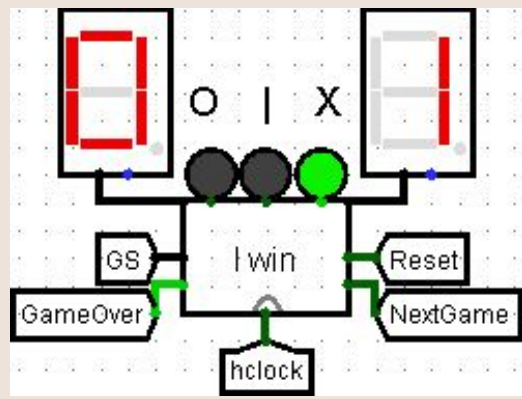
Game mode selection panel



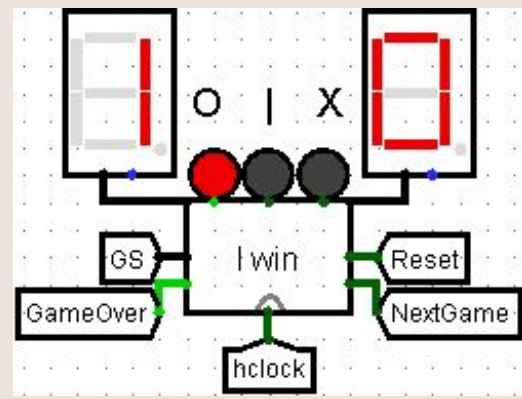
Player move indicators



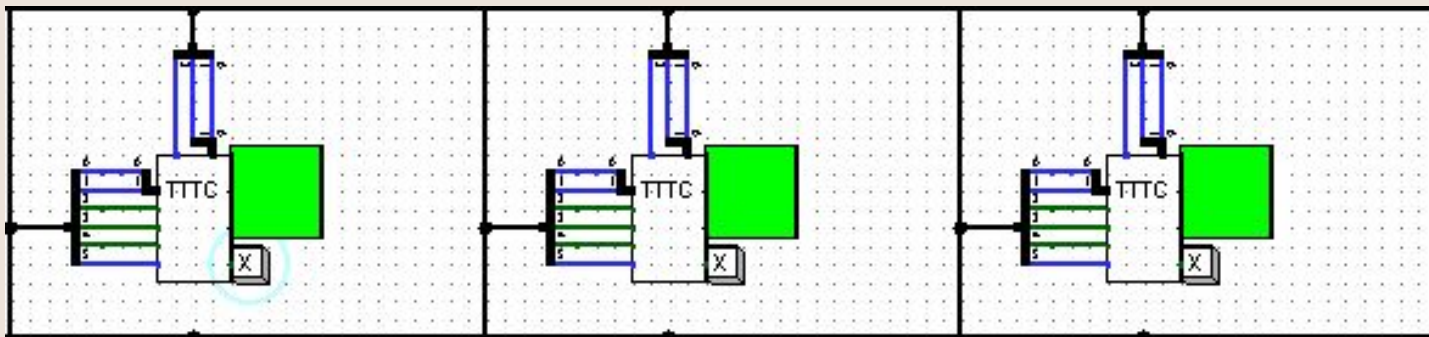
Draw



Crosses win



Noughts win



Illuminated row

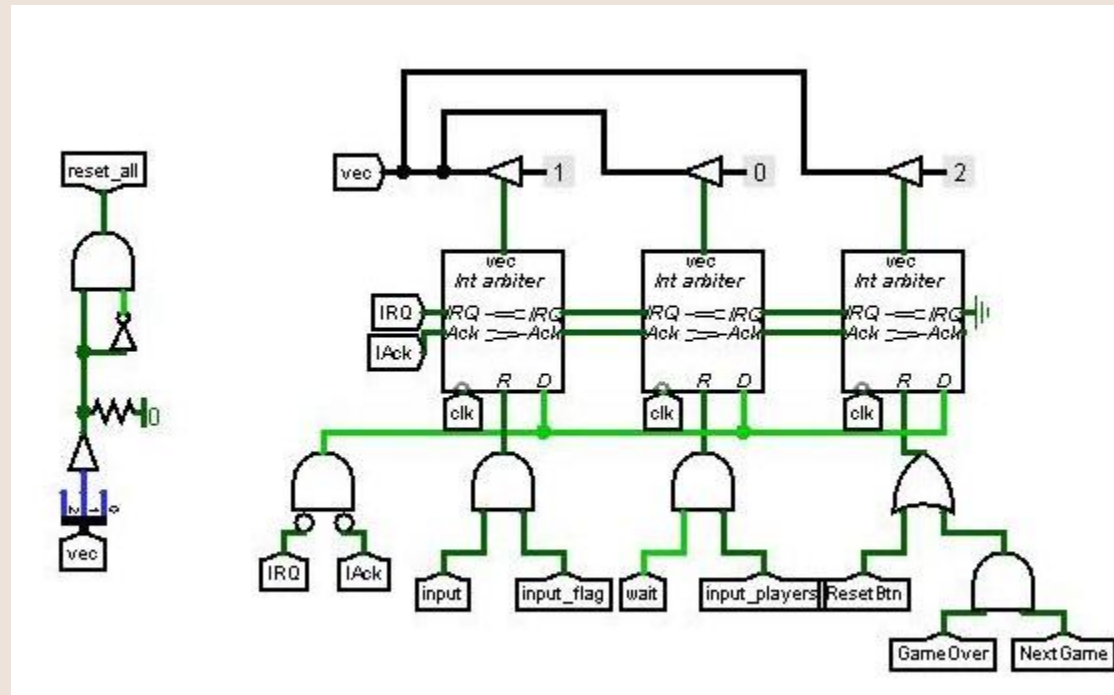


Button "Reset"

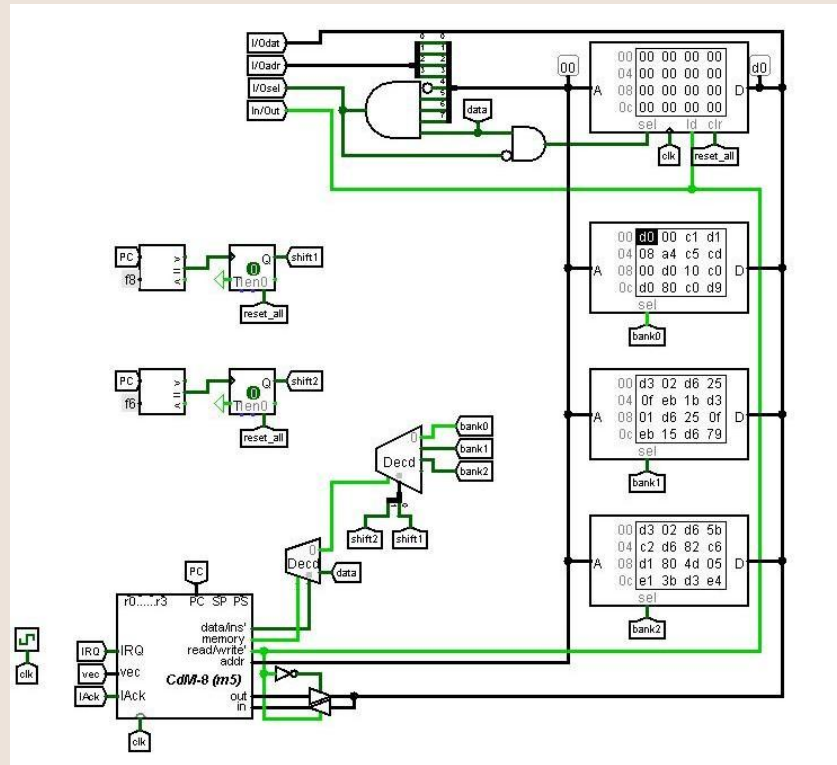


Button "Continue"

Hardware improvements



Interrupt arbiters



Banks of data

Software

MAIN

- distributes depending on the number of players (1 or 2)
- checks for a player's win or draw (if single mode)

Game mode for two

- checks for the victory of noughts
- checks for the victory of crosses

AI

- puts the third nought in a row
- blocks 2 crosses in a row with a nought
- puts a nought in the middle and corners

We have added the following improvements:

1. Score
2. "Continue" button
3. "Reset" button
4. A game for two people
5. Highlighting the winning row
6. LEDs indicating a whose move

