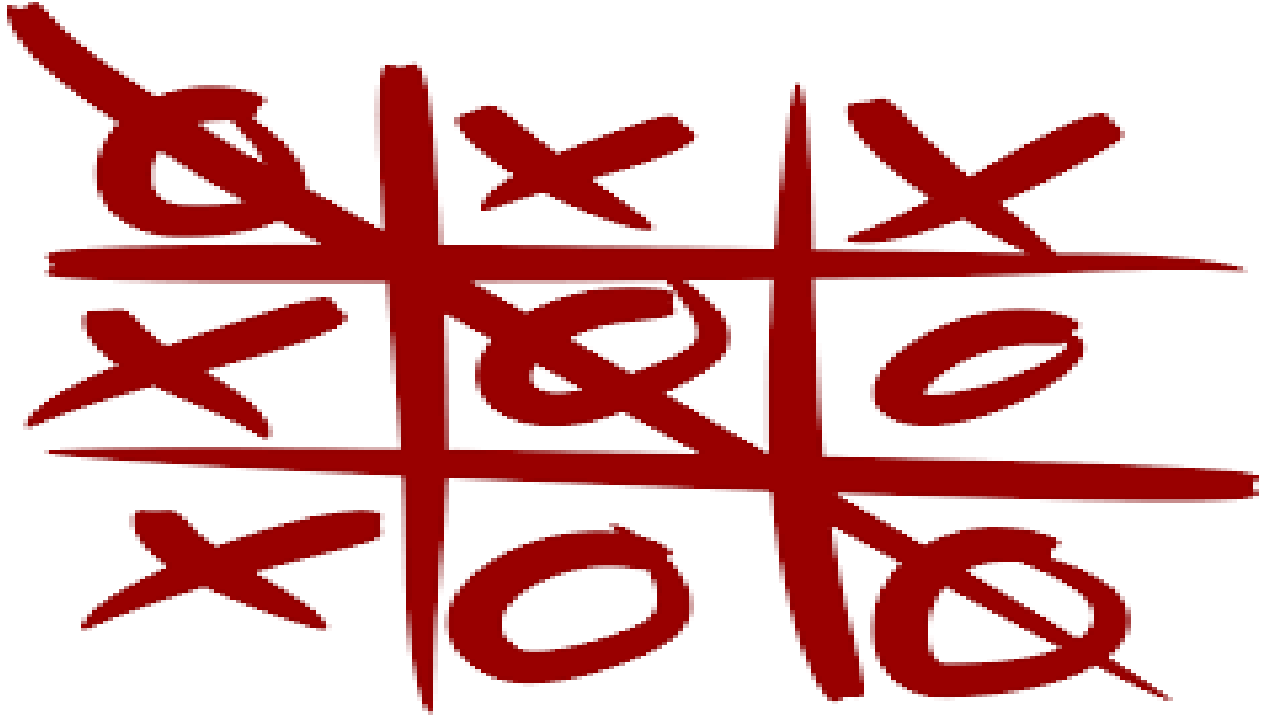


Tic Tac Toe (AI Based Game)



Group Members:

<i>S#</i>	<i>Stud. ID</i>	<i>Name</i>	<i>Course Name</i>
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Introduction

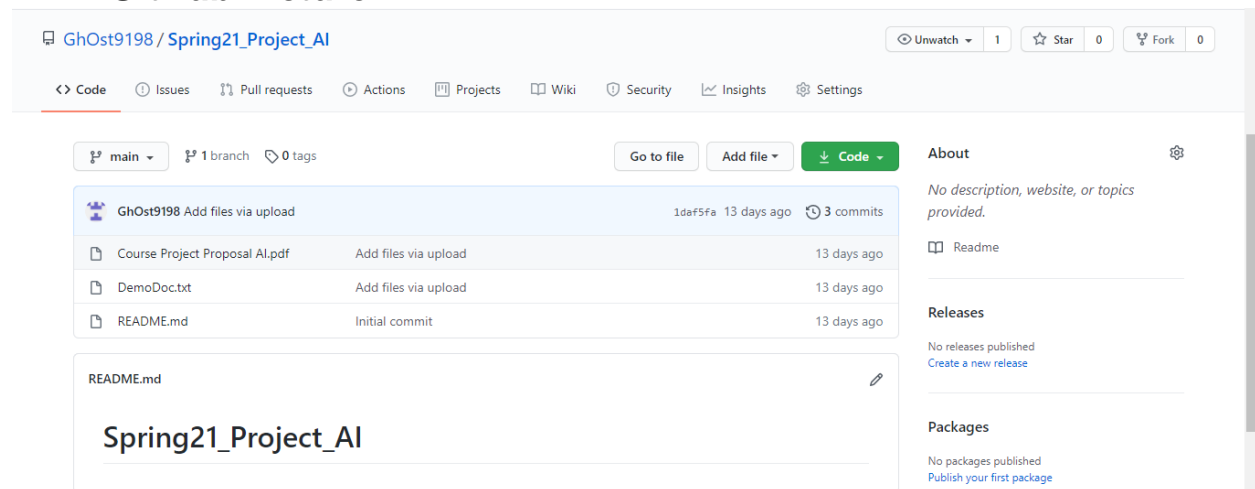
In this project we will make a simple Tic Tac Toe game which depends on Artificial Intelligence.

Description:

If we talk about description. As we have already said that it is an AI Based game, so yeah, in this game player have to play with the computer. Player places his mark wherever he wants to place and then in return computer automatically places mark in a manner to win the game or we can say that to beat the player

This classic game contributes to children's developmental growth in numerous ways including their understanding of predictability and problem solving.

GitHub Picture



Project Planning

We are working on that it will be ready as soon as possible.

Software Requirements:

- Version Control Git, GitHub Desktop and GitHub
- Anaconda
- Spyder
- Qt-Designer

Code Language:

We will use python for this project

Weeks Distribution:

	Week1	Week2	Week3	Week4	Week5	Week6	Week7	Week8	Week9	Week10
GUI Designing										
Backend Coding										
Testing										

GitHub Link: https://github.com/GhOst9198/Spring21_Project_AI

Expected Result

As we are working on our project day and night to complete it then we assure you that we will complete all the process in these 10 weeks and will give you the finest product.

We knew that you can't wait to see this wonderful product that's why we have decided to show you poster image of this game.

