

# Entertainment Systems – Simple Tic Tac Toe game.

Code:

-see BasicChip1 and BasicChip2 file

Setup:

**Yolol:**

Simply Copy each code file to a basic Yolol chip and insert it into a rack, connect that with the controll panel via socket



**Controlls:**

A Progress bar or button  
That indicates that the game  
Is currently loading  
(checking for winners)

This could be replaced with a  
button too. (or left our  
completely)

Data:  
**PanelValue** renamed to Chk  
**PanelMinValue** = 0  
**PanelMaxValue** = 1

A grid of 9 Buttons, these  
could be any buttons with a  
colour field.

Data:  
**ButtonState** Renamed to  
1 2 3  
4 5 6  
7 8 9  
**ButtonStyle** = 1 on all buttons  
**ButtonColor** renamed to  
a to i similar to ButtonState



A Text panel that displays Wich player  
won the last round or if it was a tie  
Data:

**PanelValue** renamed to TicTacToe

A Button or warning Light  
Button which displays what  
players turn it is

Any button that has a Button  
color field will work.

Data:  
**ButtonColor** renamed to Turn