TIC TAC TOE GAME

Submitted in partial fulfillment of the requirements

of the

PYTHON LAB

BY

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INTRODUCTION:

Tic Tac Toe is a basically a gaming method. It is all about developing and implementing a game in a easier and simpler manner.We have a game where a player can choose their option of playing with another player or by playing against the computer.

OBJECTIVE:

The objective of this project is to develop a game that automates the processes and activities of a basic tic tac toe. The purpose is to design a game using Python and Tkinter for the GUI process.The project provides two options for gaming : Player vs Player and Player vs Computer

DETAILS OF HARDWARE AND SOFTWARE :

Hardware requirements **:**

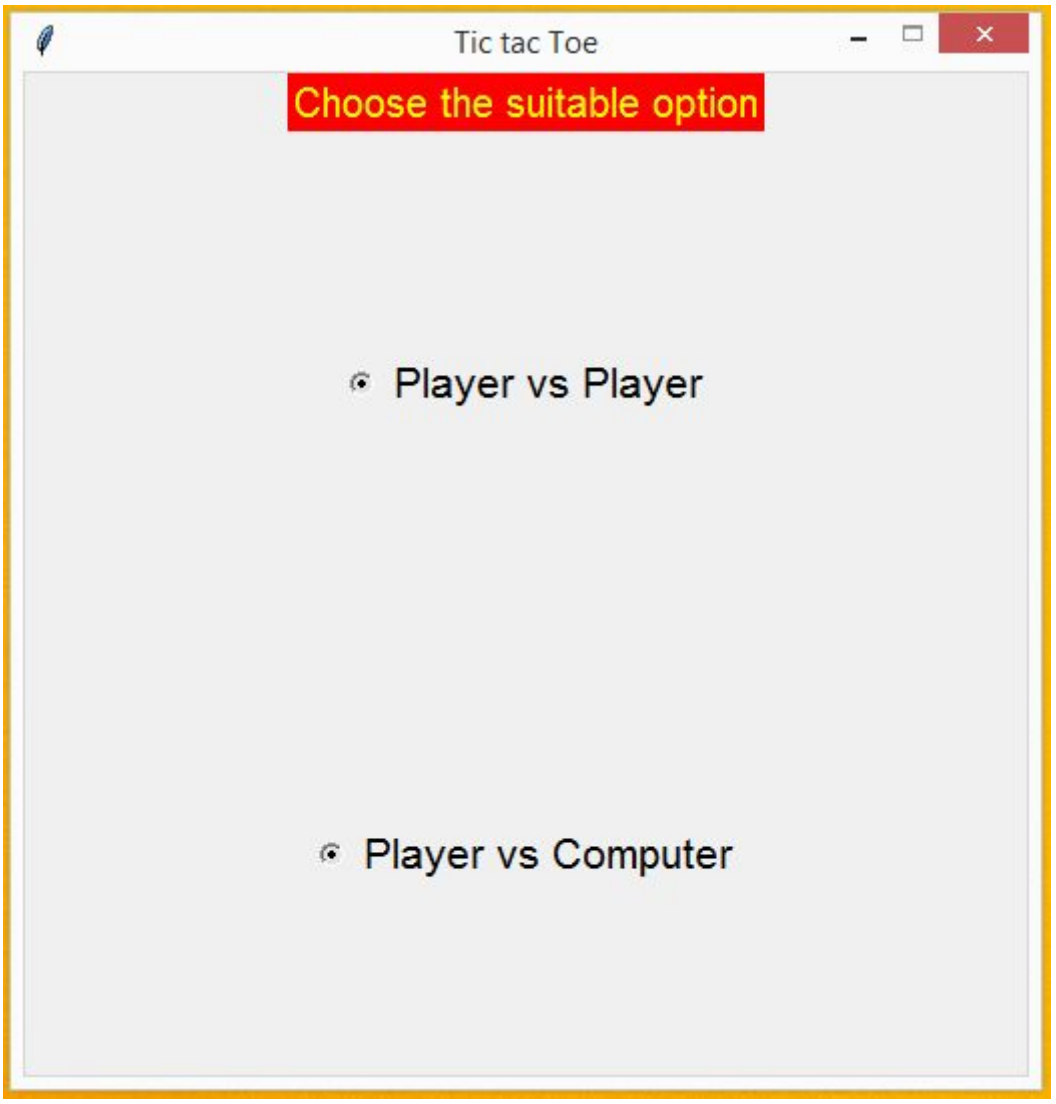
- **PC/Laptop- 500MB RAM-50MB Memory**

Software requirements :

- **FRONT END - PyCharm ,Tkinter Module**

SCREENSHOTS :

Main Screen

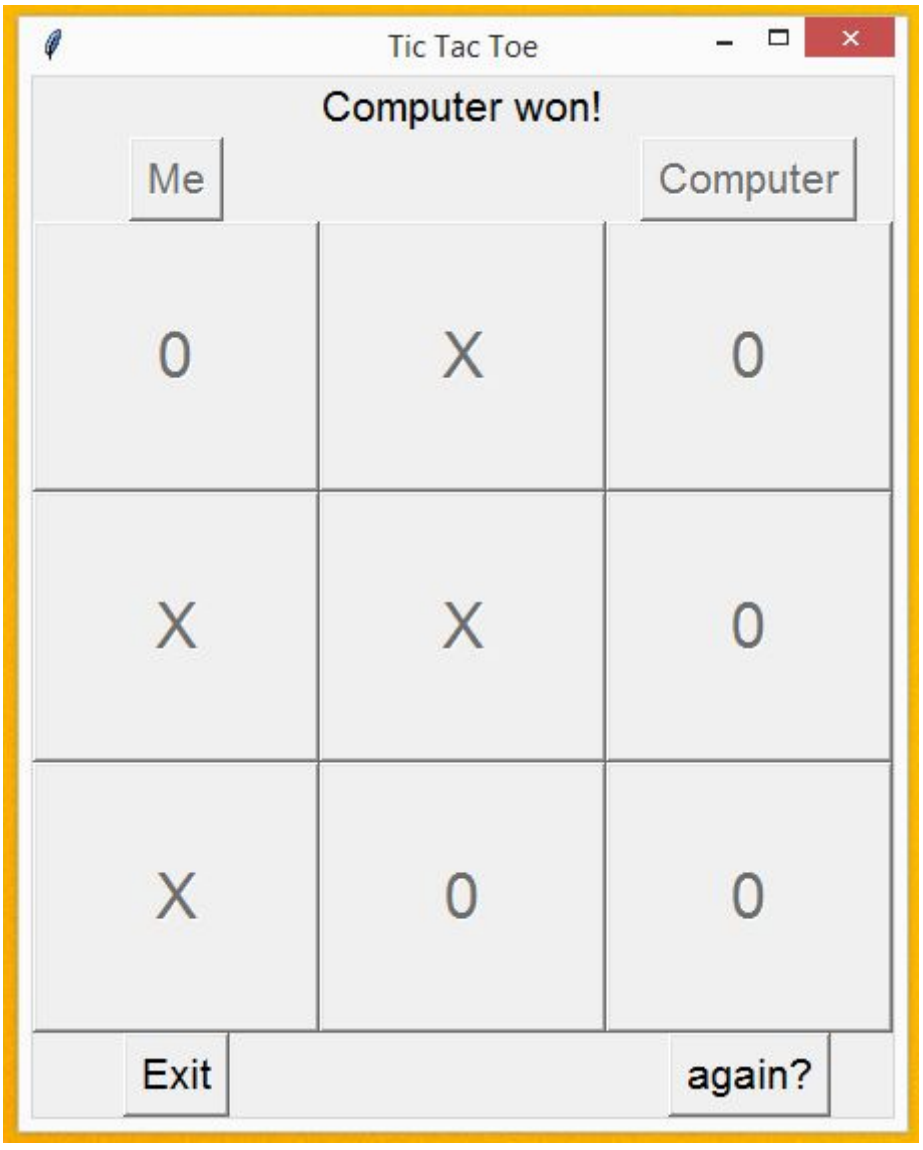


Player 1 wins in player vs player mode

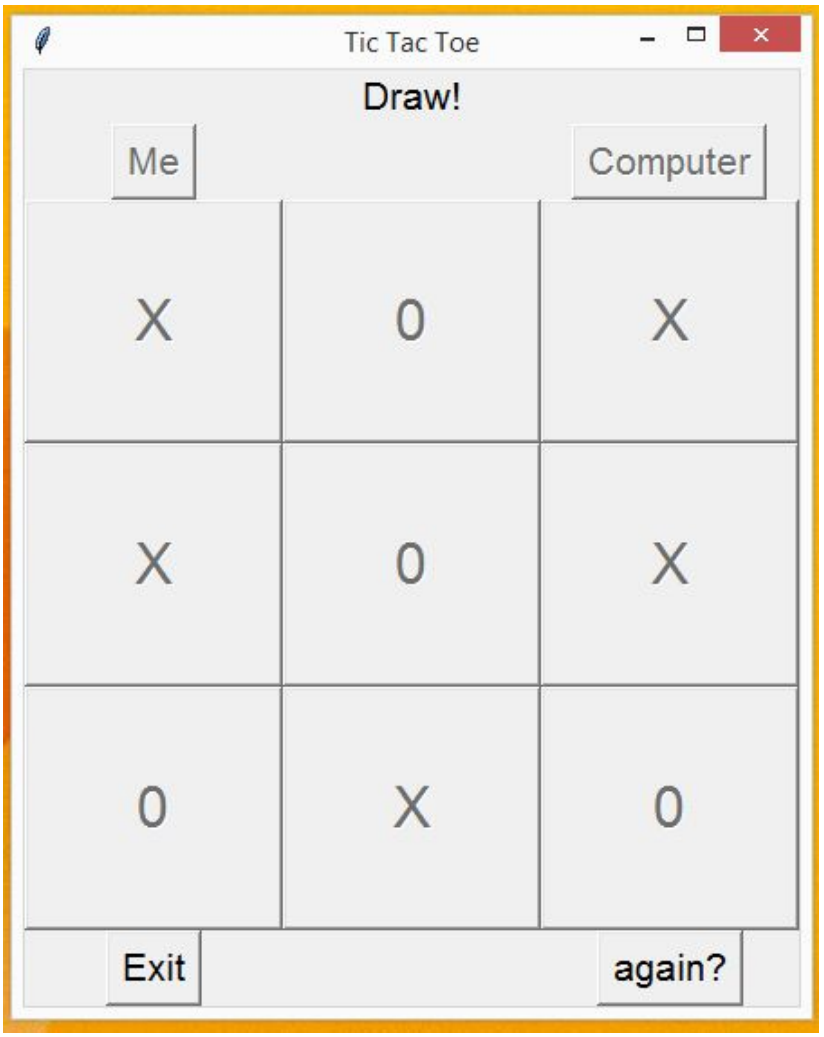
Player 2 wins in player vs player mode

Draw in player vs player mode

Computer Wins in player vs computer mode



Draw in player vs computer mode



CONCLUSION:

The Basic concept of Python such as Control Structures,Loops,Lambda Expressions, Functions are studied and understood.The Data types in Python such as List,Set are implemented in the project TIC TAC TOE.Modules such as os,sys and random are imported.The Graphical User interface is developed using Tkinter module for the front end purpose.The Label,Buttons,Radio buttons widgets and the switching between two GUI windows is studied.Also Formation of grid using tkinter is studied