**Tic – Tac – Toe Interview Challenge**

The goal of this challenge is for a candidate to show off their coding prowess, it is designed to be fun and not too challenging. The application, working or not, will then be a point of discussion in the interview.

The challenge is to build a simple Tic-Tac-Toe command line application.

This can be written in either Java or Python

Please email a copy of the code to [sam.doherty@reydonsports.com](about:blank) in either a zip attachment or provide a link to a publicly accessible GitHub repo.

Time allotted: 5-6 Hours

**Minimum Requirements**

* The game runs in the command line. We are more concerned with the internal design than a beautiful GUI.
* Input is passed in the form of coordinates e.g. "1,1" to place the symbol in the middle of the board.
* Players play on a 3x3 board, with three consecutive symbols required to win the game.
* Two human players can play against each other on the same computer.
* A board is printed after each player moves.
* The game ends when one of the players wins or the board is full.

**Bonus Requirements**

* Boards bigger than just 3x3 are supported.
* Use of TDD

**Example Output when running (Edit as you see fit):**

“Run Command - Java/ Python”

* Welcome to my Tic Tac Toe Game!

0 1 2

0 [ ][ ][ ]

1 [ ][ ][ ]

2 [ ][ ][ ]

Player X Go:

0,0

* Player X chose 0,0

0 1 2

0 [X][ ][ ]

1 [ ][ ][ ]

2 [ ][ ][ ]

Player O Go:

0,1

* Player O chose 0,1

0 1 2

0 [X][ ][ ]

1 [O][ ][ ]

2 [ ][ ][ ]

Player X Go:

1,1

* Player X chose 1,1

0 1 2

0 [X][ ][ ]

1 [O][X][ ]

2 [ ][ ][ ]

Player O Go:

0,2

* Player O chose 0,2

0 1 2

0 [X][ ][ ]

1 [O][X][ ]

2 [O][ ][ ]

Player X Go:

2,2

* Player X chose 2,2

0 1 2

0 [X][ ][ ]

1 [O][X][ ]

2 [O][ ][X]

Player X WINS!!!!!!

Application exists