Tic-Tac-Toe Game (Kivy GUI + AI)

An interactive Tic-Tac-Toe game built with Python & Kivy featuring Player vs Player and Player vs AI modes, multiple AI difficulty levels, score tracking, and a clean responsive GUI.

# ✨ Features

* Two Game Modes: Player vs Player, Player vs AI (Normal, Hard, Super Hard)
* AI Difficulty Levels: Normal – Random moves; Hard – Strategic moves with win-chance checks; Super Hard – Advanced blocking + winning strategy
* Score Tracking – Real-time scoreboard updates.
* Back to Menu – Restart or change players without restarting the app.
* Modern UI – Minimal, clean, and responsive layout with Kivy.
* Sound Effects (Optional) – Click, win, and draw sounds for a better experience.

# 🛠 Installation

1. Clone the repository:

git clone https://github.com/MuhammadUmar000dev/TicTacToe-Kivy.git  
cd TicTacToe-Kivy

2. (Optional) Create & activate a virtual environment:

python -m venv venv  
source venv/bin/activate (Linux/Mac)  
venv\Scripts\activate (Windows)

3. Install dependencies:

pip install kivy

4. Run the game:

python Tic\_tac\_toe\_game\_app.py

# 📂 Project Structure

TicTacToe-Kivy/  
├── Tic\_tac\_toe\_game\_app.py # Main game file  
├── win.wav # Win sound (optional)  
├── draw.wav # Draw sound (optional)  
├── click.wav # Click sound (optional)  
├── assets/ # Folder for screenshots  
└── README.md # Project documentation

# 🎮 How to Play

1. Launch the game.  
2. Enter Player Names (or tick Play with AI).  
3. Select AI Difficulty (Normal, Hard, Super Hard).  
4. Click Start Game.  
5. Click on the grid cells to play – first to align 3 symbols wins!

# 🚀 Future Enhancements

Theme customization (Light/Dark mode)  
Animated transitions & improved sound design  
Android APK build using KivyMD & Buildozer

# 🤝 Contributing

Contributions are welcome! Feel free to fork, improve the UI, optimize AI logic, or add new features.

# 📜 License

This project is licensed under the MIT License.

⭐ If you like this project, don’t forget to star the repo!