NATIONAL UNIVERSITY OF COMPUTER AND EMERGING SCIENCES

(KARACHI CAMPUS)

FAST School of Computing **Fall 2022**

Project Proposal: **[Tic-Tac-Toe game]**

**Abstract:**

[The Tic-Tac-Toe game is a simple and intuitive console-based interface where two players take turns placing their names on a 3x3 grid. The program will store the name of the players and the result so that in the end the player gets to know, how much he has won in total. The game includes dynamic game state updates, where the board refreshes after each move, ensuring a clear view of the current progress. The program alternates player turns automatically, while also validating moves to prevent the selection of already occupied cells. It efficiently checks for winning conditions after every turn, including row, column, and diagonal combinations. If all cells are filled without a winner, the game will declare a draw. The user-friendly design ensures that game rules are followed accurately, making it easy and enjoyable to play. **Result:** the game announces the outcome clearly at the end, whether it's a win or a draw.]

**Group Members:**

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**Remarks:**



 Not Approved