# **TIC TAC TOE GAME**

**Team members:**

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**Abstract:**

Background: Tic-Tac-Toe, a timeless classic, has captivated players for generations with its simplicity. Our mini-project aims to breathe new life into this iconic game by introducing exciting twists and improvements. The traditional 3x3 grid provides a solid foundation, but we believe it can be elevated to engage and challenge players in fresh ways.

Motivation:

1. Evolving Tradition: Tic-Tac-Toe's simplicity doesn't diminish its appeal; rather, it inspires us to enhance its gameplay and strategy while retaining its core essence.
2. A Universal Pastime: This project seeks to create an updated Tic-Tac-Toe experience that can be enjoyed by people of all ages, fostering social interaction and cognitive development.
3. Educational Value: By incorporating novel mechanics, we aim to make learning through play an enriching experience for children, educators, and enthusiasts alike.
4. Game Diversity: We recognize the need for diverse games beyond the digital realm and aim to make a compelling physical version of the enhanced Tic-Tac-Toe.
5. Creative Exploration: This project offers an opportunity to explore design, innovation, and game mechanics, expanding our understanding of game development beyond conventional boundaries.

Unique Contribution:

Made the code as compact as possible. Logisem implementation was also done in understandable way. We hard ware model is easy to make. Desired customizations can be done based on preferences.

**Reference:**

1. Verilog HDL: A Guide to Digital Design and Synthesis
2. <https://www.youtube.com/watch?v=cMz7wyY_PxE>
3. <https://www.youtube.com/watch?v=cdMJvFT-Afc&t=10s>
4. <https://www.youtube.com/watch?v=Il5ZAfsUkPk>

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