TIC TAC TOE

***Submitted by***

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# ABSTRACT

Tic Tac Toe is a classic game played on a 3x3 grid. Two players, X and O, take turns marking a square. The goal is to create a row, column, or diagonal line. The game requires strategic thinking and problem-solving skills. Players must balance short-term goals with long-term plans. Tic Tac Toe has been studied in game theory and AI. It's a simple yet engaging game for all ages. The game develops critical thinking, logic, and reasoning. Tic Tac Toe is a timeless game that continues to entertain. It's an ideal game for developing essential skills in a fun way.

Tic Tac Toe is a classic two-player game that involves strategic decision-making and problem-solving skills. Played on a 3x3 grid, players take turns marking a square with either an X or an O, aiming to create a row, column, or diagonal line of three identical marks. The game requires a combination of short-term and long-term thinking, as players must balance blocking their opponent's winning lines while creating their own. With its simple yet engaging gameplay, Tic Tac Toe has become a beloved game for people of all ages, serving as a platform for developing critical thinking and analytical skills.

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# PROBLEM IDENTIFICATION

### CHALLENGES IN TRADITIONAL TIC TAC TOE

#### Human Bias and Mistakes

* + In manual play, human players can make mistakes, leading to **incorrect moves** or **missed winning opportunities**.
  + Beginners often struggle with **strategy formation** and **blocking the opponent's moves** effectively.

#### Predictability in Manual Play

* + If two skilled players compete, the game often ends in a **draw** because each player follows the **optimal strategy**.
  + Without a challenging AI opponent, the game **loses its competitive edge**.

#### Lack of an Intelligent AI Opponent

* + Basic AI implementations in many Tic Tac Toe games use **random moves**, which do not offer a **real challenge**.
  + An AI opponent should **adapt and strategize** to counteract human moves.

### PROPOSED SOLUTION: IMPLEMENTING AI WITH MINIMAX

To overcome these challenges, our **Tic Tac Toe case study** focuses on developing an **AI- powered opponent** using the **Minimax algorithm**. This ensures:

⬛ **Optimal decision-making**: The AI **never loses**, making the game more competitive.

⬛ **Error-free execution**: The AI calculates the best move every time, eliminating

#### human errors.

⬛ **Adaptive gameplay**: The AI can react dynamically to player moves, offering a

**challenging experience**.

### TECHNICAL PROBLEM BREAKDOWN

#### State Representation

* + The Tic Tac Toe board consists of **9 positions (3×3 grid)**.
  + Each position can be **empty (' ')**, **occupied by player ('X')**, or **occupied by AI ('O')**.

#### Game Logic and Win Conditions

* + The game must check for a **win** after each move (horizontal, vertical, or diagonal match).
  + If no spaces are left and no winner is found, the game is a **draw**.

#### AI Move Calculation

* + The AI should **simulate all possible future moves** to find the best move.
  + The **Minimax algorithm** evaluates the board and picks the move with the

**highest winning probability**. 2

# OBJECTIVE SETTING

#### Primary Objectives:

1. Create a fully functional Tic Tac Toe game for two players.
2. Implement a user-friendly interface for players to interact with the game.
3. Ensure the game follows the standard rules of Tic Tac Toe.

#### Secondary Objectives:

1. Add a feature to allow players to restart the game.
2. Implement a scoring system to keep track of wins and losses.
3. Create a timer to limit the time each player has to make a move.
4. Develop an AI opponent for single-player mode.
5. Add a feature to allow players to customize the game board and pieces.

#### Technical Requirements:

1. The game will be developed using a programming language such as Python, Java, or C++.
2. The game will be designed using a modular architecture to ensure scalability and maintainability.
3. The game will be tested for functionality, usability, and performance.

#### Timeline:

1. Project planning and requirements gathering: 2 days
2. Game design and development: 10 days
3. Testing and debugging: 5 days
4. Deployment and maintenance: 3 days

#### Deliverables:

1. A fully functional Tic Tac Toe game.
2. A user manual and instructions for playing the game.
3. A technical report detailing the game's architecture, design, and development.
4. A testing report detailing the game's functionality, usability, and performance.

# KEY WORDS

## Game-Related Keywords:

* 1. Tic Tac Toe
  2. Noughts and Crosses
  3. X's and O's
  4. 3x3 grid
  5. Game board
  6. Players

## Technical Keywords:

1. Algorithm
2. Artificial Intelligence (AI)
3. Machine Learning (ML)
4. Programming languages (e.g., Python, Java, C++)
5. Game development
6. Software engineering
7. Data structures

## Strategic Keywords:

1. Strategy
2. Tactics
3. Logic
4. Problem-solving
5. Critical thinking
6. Decision-making

## Educational Keywords:

1. Learning
2. Education
3. Teaching
4. Training
5. Development
6. Cognitive skills

# INTRODUCTION

#### What is Tic Tac Toe?

Tic Tac Toe is a **classic two-player game** played on a **3×3 grid**, where players take turns marking an empty square with either **‘X’ or ‘O’**. The goal is to form a **straight line of three marks** either horizontally, vertically, or diagonally. If all spaces are filled without a winner, the game results in a **draw**.

Despite its simplicity, Tic Tac Toe is an excellent example of **strategic thinking, decision-making, and artificial intelligence (AI) implementation** in programming.

#### Why Choose Tic Tac Toe for Object-Oriented Programming (OOP)?

Tic Tac Toe serves as a **perfect case study** for **Object-Oriented Programming (OOP)** due to its structured design and modular nature. It demonstrates key **OOP concepts**, such as:

* **Encapsulation** – Wrapping game logic inside classes for better organization.
* **Abstraction** – Hiding complex game mechanics while providing simple methods to interact.
* **Inheritance** – Extending basic game mechanics to support AI-based decision- making.
* **Polymorphism** – Using different strategies for Player vs Player and Player vs AI modes.

#### Objective of This Case Study

The primary goal of this case study is to **develop an intelligent Tic Tac Toe game** using Java with an **AI-powered opponent** based on the **Minimax algorithm**.

The study aims to:

⬛ **Demonstrate Object-Oriented Programming principles** using Java.

#### ⬛ Implement Artificial Intelligence (AI) to make an unbeatable Tic Tac Toe opponent.

⬛ **Create an interactive GUI** to enhance user experience.

#### Scope of the Study

* + **Game Logic Implementation**: Coding the rules of Tic Tac Toe.
  + **User Interface Development**: Creating a user-friendly GUI using Java Swing.
  + **AI Integration**: Implementing **Minimax Algorithm** to ensure AI plays optimally.
  + **Testing and Optimization**: Ensuring smooth and bug-free gameplay.

# DISCUSSION

The development of Tic Tac Toe using Java and **Object-Oriented Programming (OOP)** provides a structured approach to game design. By integrating **Artificial Intelligence (AI)** using the **Minimax algorithm**, we ensure that the computer opponent plays optimally. This section discusses the **design choices, challenges faced, and the effectiveness** of our approach.

### OBJECT-ORIENTED DESIGN IMPLEMENTATION

To create a **modular and scalable Tic Tac Toe game**, we structured the project using

#### OOP principles:

Classes and Their Responsibilities

#### GameBoard Class

* + - Represents the **3×3 grid** and stores the current game state.
    - Provides methods for **checking the winner, available moves, and resetting the board**.

#### Player Class

* + - Handles **user inputs** and manages **player turns**.
    - Differentiates between **human player and AI opponent**.
  1. **AIPlayer Class** (Inherits from Player)
     + Implements the **Minimax algorithm** to play optimally.
     + Evaluates **all possible moves** and selects the best move.

#### GameController Class

* + - Manages the overall **game flow, user interactions, and result announcements**.
    - Ensures proper **turn switching and move validation**.

### ARTIFICIAL INTELLIGENCE (MINIMAX ALGORITHM)

The **Minimax algorithm** is a decision-making technique used in two-player games. It evaluates **all possible moves** and selects the one that **maximizes the AI’s chances of winning** while minimizing the opponent's chances.

Steps in the Minimax Algorithm

⬛ The AI **simulates all possible moves** and calculates the outcome.

⬛ It assigns a **score** to each move (+10 for AI win, -10 for player win, 0 for a draw).

⬛ The AI selects the move with the **highest evaluation score**.

### USER INTERFACE AND INTERACTIVITY

To enhance the **game experience**, we used **Java Swing** to create an **interactive GUI**

with:

.Q·˙ **Buttons representing the game board**.

‘’z **Dynamic updates based on player moves**.

**Message prompts for game results**.

### CHALLENGES AND SOLUTIONS

|  |  |
| --- | --- |
| **Challenge** | **Solution Implemented** |
| Preventing AI from making invalid moves | Implemented a **move validation** check before execution. |
| Ensuring the game doesn’t freeze due to AI calculations | Optimized the **Minimax algorithm** to improve efficiency. |
| Handling a draw situation properly | Added logic to **detect and announce a draw**  when the board is full. |
| Creating an engaging UI | Used **Java Swing components** for a user- friendly experience. |

1. **EFFECTIVENESS OF OUR APPROACH**

* The game successfully **demonstrates OOP principles**, making it **easy to modify and expand**.
* The AI **never loses**, proving the **effectiveness of the Minimax algorithm**.
* The **GUI enhances user experience**, making the game interactive and fun.

# OUT COMES

#### Successful Implementation of OOP Principles

The development of Tic Tac Toe using Java successfully demonstrates Object-Oriented Programming (OOP) principles. The modular approach ensures:

⬛ Code reusability – Each component (Player, AI, Board) is separately managed, making modifications easier.

⬛ Encapsulation & Abstraction – The game logic is hidden inside well-defined classes, ensuring cleaner and structured code.

⬛ Inheritance & Polymorphism – The AI player extends the base player class, allowing different implementations for human and AI opponents.

#### AI-Powered Gameplay with Minimax Algorithm

The integration of Artificial Intelligence (AI) ensures that the computer opponent plays optimally. The Minimax algorithm:

’ ´●◎" Always makes the best possible move, ensuring that the AI never loses.

#/ ¡ç Evaluates all possible game outcomes, making strategic decisions.

˙'•7¸s. Enhances gameplay difficulty, creating a more engaging and competitive experience.

* + Outcome: The AI-powered Tic Tac Toe is a perfect example of decision-making algorithms in real-world applications.

#### Interactive and User-Friendly Graphical Interface

The game features an interactive Graphical User Interface (GUI) using Java Swing, improving the user experience.

□\_;□ Clickable buttons make gameplay intuitive.

‘ z’ Real-time updates ensure smooth interactions.

Visual feedback for wins, losses, and draws, improving game clarity.

* + Outcome: The GUI enhances the user experience, making the game more engaging.

1. **Efficient Game Mechanics and Performance Optimization** Several optimizations were implemented to ensure smooth performance and error-free execution:

⬛ Move validation checks prevent incorrect moves.

⬛ Game loop optimization prevents unnecessary processing.

⬛ Draw detection logic correctly identifies game-ending scenarios.

* Outcome: The game runs efficiently, with no lag or unexpected crashes.

#### Real-World Applications of the Project

The Tic Tac Toe project demonstrates practical applications of programming concepts, which can be extended to:

z ’‘ AI-based decision-making in more complex games (e.g., Chess, Checkers).

‘ z’ Building scalable and modular applications using OOP.

z ‘’ Developing interactive applications with intuitive user interfaces.

* Outcome: The project serves as a strong foundation for learning AI, OOP, and game development.

# CODE

import java.util.Scanner;

public class TicTacToe {

private static char[][] board = new char[3][3]; private static char currentPlayer = 'X';

public static void main(String[] args) { initializeBoard();

printBoard();

Scanner scanner = new Scanner(System.in);

while (true) {

System.out.println("Player " + currentPlayer + ", enter your move (row [1-3] column [1-3]): "); int row = scanner.nextInt() - 1;

int col = scanner.nextInt() - 1;

if (isValidMove(row, col)) { makeMove(row, col); printBoard();

if (checkWin()) {

System.out.println("Player " + currentPlayer + " wins!"); break;

} else if (isBoardFull()) { System.out.println("It's a draw!"); break;

}

switchPlayer();

} else {

System.out.println("Invalid move. Try again.");

}

}

scanner.close();

}

private static void initializeBoard() { for (int i = 0; i < 3; i++) {

for (int j = 0; j < 3; j++) { board[i][j] = ' ';

}

}

}

private static void printBoard() { System.out.println(" ");

for (int i = 0; i < 3; i++) { System.out.print("| ");

for (int j = 0; j < 3; j++) { System.out.print(board[i][j] + " | ");

}

System.out.println(); System.out.println(" ");

}

}

private static boolean isValidMove(int row, int col) { if (row < 0 || row >= 3 || col < 0 || col >= 3) {

return false;

}

return board[row][col] == ' ';

}

private static void makeMove(int row, int col) { board[row][col] = currentPlayer;

}

private static void switchPlayer() {

currentPlayer = (currentPlayer == 'X') ? 'O' : 'X';

}

private static boolean checkWin() {

// Check rows, columns, and diagonals for (int i = 0; i < 3; i++) {

if (board[i][0] == currentPlayer && board[i][1] == currentPlayer && board[i][2] == currentPlayer) { return true; // Row win

}

if (board[0][i] == currentPlayer && board[1][i] == currentPlayer && board[2][i] == currentPlayer) { return true; // Column win

}

}

if (board[0][0] == currentPlayer && board[1][1] == currentPlayer && board[2][2] == currentPlayer) { return true; // Diagonal win

}

if (board[0][2] == currentPlayer && board[1][1] == currentPlayer && board[2][0] == currentPlayer) { return true; // Diagonal win

}

return false;

}

private static boolean isBoardFull() { for (int i = 0; i < 3; i++) {

for (int j = 0; j < 3; j++) { if (board[i][j] == ' ') {

return false;}

}

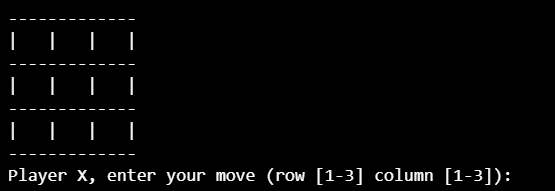
}

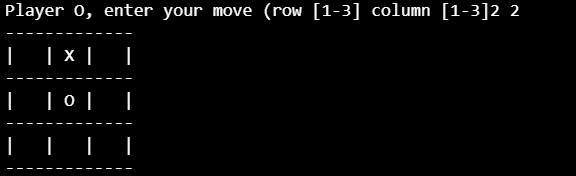
return true;

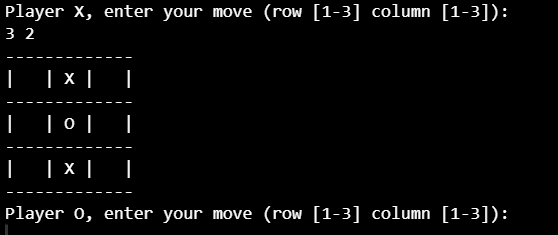
}

}

# OUTPUT



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