

Algorithm/Pseudocode for TTT Programme

present the TTT game welcome message

introduction/overview of game

ask if user is ready to play

if yes, programme continues

if no game exits to main (welcome message)

display icons for user to pick from (they can be any character for the game instance)

user picks icon

computer picks icon

programme displays icon that the user and the pc has chosen

programme asks user if they are ready to start game

if yes, programme continues

if no game exits to main (welcome message)

instructions on how to pick space on board is presented

programme asks if user gets the rules/process

if yes, programme continues

if no, programme presents rules/process again

user takes turn

if move is valid, turn is then passed to pc

if invalid, user is prompted to take another valid move

pc takes turn

(process repeats until no more moves are available or game is won)

programme states that game has finished

programme analyses game/move

programme returns scores and winner

programme asks if the user wants to play again

if yes, icon options present again, and programme continues

if no game exits to main (welcome message)