## Advanced Network Tic-Tac-Toe

A Python-based advanced Tic-Tac-Toe game allowing two players to compete over a local network (LAN) with an intuitive graphical user interface built using tkinter. The game leverages sockets for seamless network connectivity and threading to maintain a responsive GUI.

## Features

- Local Network Multiplayer: Play Tic-Tac-Toe across two devices connected via LAN.
- Responsive GUI: Interactive and user-friendly interface developed with Tkinter.
- Socket Programming: Reliable network connection using TCP sockets.
- Threading: Ensures GUI responsiveness during gameplay.
- Class-Based Design: Clean and maintainable code structure.

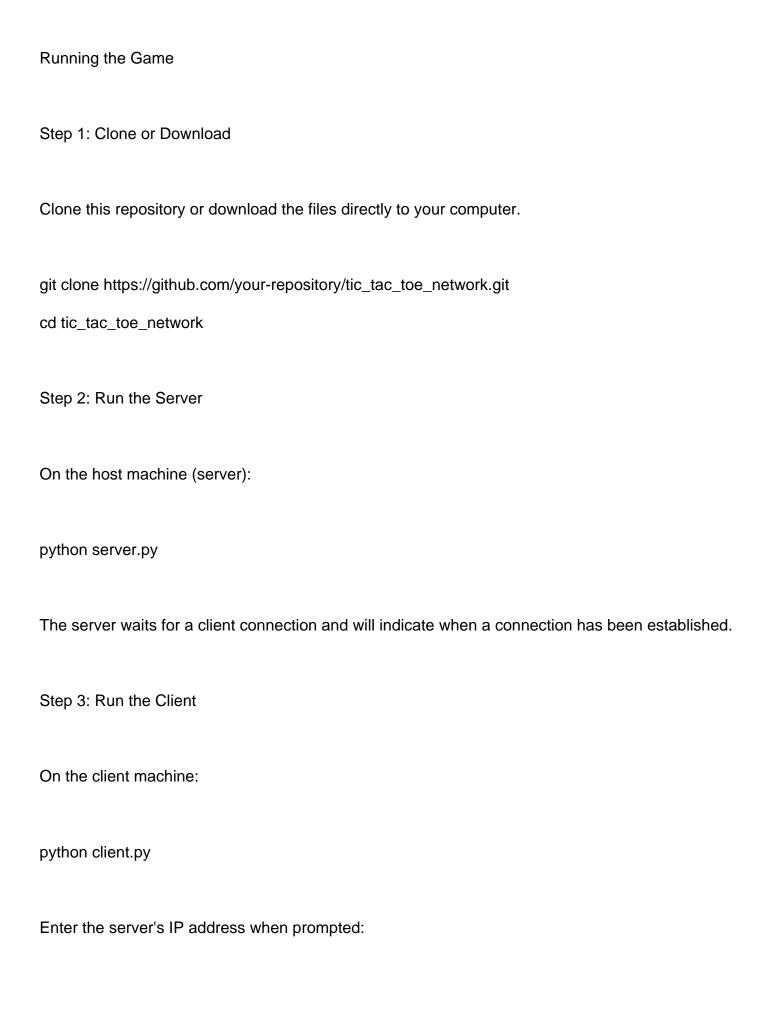
File Structure

tic\_tac\_toe\_network/

- tic\_tac\_toe.py
- server.py
- client.py

## Requirements

- Python 3.x
- Standard libraries only (no external packages required)



Enter Server IP: <server address="" ip=""></server>
Once connected, gameplay begins immediately.
Gameplay
- The Server always plays first (X).
- The Client plays second (O).
- Click on an empty square to make your move.
- The game checks for win conditions or draw automatically.
Contributing
Contributions and improvements are welcome. Please open issues or submit pull requests.
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