## **B Section Offline on Assembly Graphics**

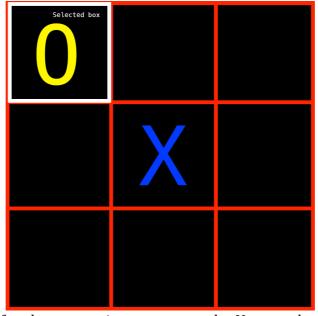
## Tic-Tac-Toe

## Tasks:

- 1. Draw the tic-tac-toe board in the display screen.
- 2. Colors should be as mentioned in the picture.
- 3. The color of the boundary will be white, when a box is selected.
- 4. The selected box can be changed with arrow keys.
- 5. There will be two players. When the game starts, first player will be active. When the first player presses 'X' button, the selected box will have 'X' written inside the box.
- 6. Again, when the second player selects a box, and presses '0' button, '0' will be written inside the box.
- 7. One used box cannot be overwritten.
- 8. When the game finishes, show "First player wins" or "Second player wins" according to the result.

## **Controls:**

- i. **Up Arrow**: selected box goes to the box on top of current box, if it is not already on the top box.
- ii. **Down Arrow**: Goes downward.
- iii. **Left Arrow**: Goes left
- iv. **Right Arrow**: Goes right
- v. **X**: Player-1 presses, and selected box shows X inside.
- vi. **0**: Player-2 presses, and selected box shows 0 inside.



[Texts are given for demonstration purpose only. You need not show texts in your program. Your game need not be exactly the same as shown in the picture, but total idea/type must be similar]