

Reverse Tic Tac Toe

Introducing Reverse Tic Tac Toe, a unique twist on the classic game developed as a C# client application with WinForms. This project showcases expertise in event handling, delegates, and control management in C#.

In Reverse Tic Tac Toe, the rules are reversed compared to the original game. Rather than aiming to create a winning sequence, your objective is to strategically avoid forming any sequence on the game board. It adds an intriguing challenge to the familiar gameplay.

Key Features:

- Choose your opponent: Play against another human player or challenge the computer's intelligent algorithm.
- Board sizes ranging from 3x3 to 10x10, allowing for various levels of complexity.

Project Structure:

GameLogic:

Explore the core of the game with these classes:

- Board: Manages the game board and its state.
- Cell: Represents individual cells on the board.
- Coords (struct): Stores coordinates for moves.
- Game: Handles the game logic and rules.
- Player: Defines player attributes and actions.

GameUI:

Delve into the user interface and game management with these components:

- FormGame: The main game interface where the action happens.
- FormSettings: Customize game settings and options.
- FormsController: Orchestrates the entire gaming experience, ensuring seamless interaction.

