

# **Project report**

## ***SA Tic Tac Toe***



**using**



### **Class-XI Python Project**

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# Synopsis

This game is made using Python 3.8.

We have used modules such as Random and String and our knowledge of while and for loop, if and else logics and basic python knowledge.

## Tic Tac Toe

The game starts by laying out the rules and terms and conditions. The game continues if the person types Y. It'll be inside a loop until Y is pressed.

```
C:\WINDOWS\py.exe
RULES FOR TIC-TAC-TOE
1. The game is played on a grid that's 3 squares by 3 squares.
2. You are X, your friend (or the computer in this case) is O. Players take turns putting their marks in empty squares.
3. The first player to get 3 of her marks in a row (up, down, across, or diagonally) is the winner.
4. When all 9 squares are full, the game is over. If no player has 3 marks in a row, the game ends in a tie.
Do you agree to the Terms And Conditions {Y/N}N

-----
You must agree to the terms to play the game..
-----

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Do you agree to the Terms And Conditions {Y/N}Y
Do you want to play with computer?(Y/N)_
```

Next, it'll ask the person to choose between computer or second person.

```
Do you want to play with computer?(Y/N)Y
Enter Player one name: Sid
Player one name is S
Player two name is C
  R1 R2 R3
C1 | |
  +-+-
C2 | |
  +-+-
C3 | |
****
Player One please enter a row number
```

It has a name system which uses the first letter as your dice. If both players have the same letter it is replaced by a random generated character.

```
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Do you agree to the Terms And Conditions {Y/N}y
Do you want to play with computer?(Y/N)n
Enter Player one name: Sid
Enter Player two name: Sid
Player one name is K
Player two name is L
```

After this, the game goes by asking the player where to plot the letter by asking the row and column.

```
      R1 R2 R3
C1   |  |
    +-+-+
C2   |  |
    +-+-+
C3   |  |
****
Player one please enter a row number1
Player one please enter a column number2
0 0 0
T 0 0
0 0 0
Player Two please enter a row number2
Player Two please enter a column number2
0 0 0
T U 0
0 0 0
Player one please enter a row number
```

It accepts only numbers between 1-3. It runs inside a loop until it receives the valid response

```
Player one please enter a row numbers
Enter number between 1-3
Player one please enter a row number9
Enter number between 1-3
Player one please enter a row number2
Player one please enter a column number
```

It also prevents overlapping of responses as show below

```

Player One please enter a row number1
Player one please enter a column number1
S 0 0
0 0 0
0 0 0
-----
S 0 0
0 0 0
0 C 0
Player One please enter a row number1
Player one please enter a column number1
Already used position

```

The game continues till a person wins or there is no possible win i.e., Draw.

```

Player one please enter a row number2
Player one please enter a column number1
0 T 0
T U 0
0 0 0
Player Two please enter a row number2
Player Two please enter a column number3
0 T 0
T U 0
0 U 0
Player one please enter a row number1
Player one please enter a column number3
0 T 0
T U 0
T U 0
Player Two please enter a row number3
Player Two please enter a column number1
0 T U
T U 0
T U 0
Player one please enter a row number1
Player one please enter a column number1
T T U
T U 0
T U 0
Player one wins
Player two better luck next time
-----

```

The game ends and asks the user to rate the game from 1-10 after receiving the response the program exits itself.

```

-----
Player one wins
Player two better luck next time
-----
Game ended
Please rate the game between 1-10_

```

# Code is attached with the file.



gamefinal.py