#!/usr/bin/python1

# Tic Tac Toe2

# Code Angel3

4

5

import sys6

import os7

import pygame8

from pygame.locals import \*9

import random10

11

# Define the colours12

X\_COLOUR = (54, 169, 225)13

O\_COLOUR = (149, 193, 31)14

TIE\_COLOUR = (130, 163, 161)15

BACK\_COLOUR = (41, 35, 92)16

GRID\_COLOUR = (45, 46, 131)17

18

19

# Define constants20

SCREEN\_WIDTH = 64021

SCREEN\_HEIGHT = 48022

BOX\_BLOCK\_SIZE = 11223

BOARD\_TOP = 6424

LINE\_WIDTH = 1625

WINNING\_LINE\_WIDTH = 826

SCOREBOARD\_MARGIN = 427

SCOREBOARD\_HEIGHT = 3628

29

# Setup30

os.environ['SDL\_VIDEO\_CENTERED'] = '1'31

pygame.mixer.pre\_init(44100, -16, 2, 512)32

pygame.mixer.init()33

pygame.init()34

game\_screen = pygame.display.set\_mode((SCREEN\_WIDTH, SCREEN\_HEIGHT))35

pygame.display.set\_caption('Tic Tac Toe')36

clock = pygame.time.Clock()37

score\_font = pygame.font.SysFont('Helvetica', 24)38

board\_font = pygame.font.SysFont('Helvetica Bold', 128)39

40

# Load sounds