

Day 5 - XOX

Os, Xs and a graphics library...

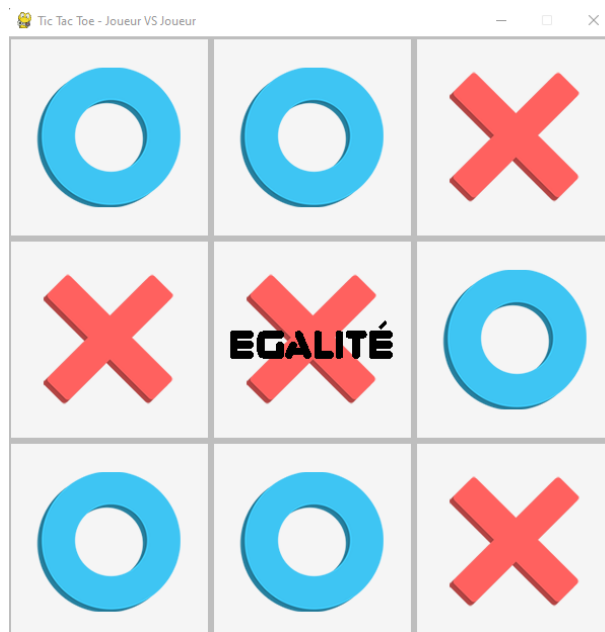


Job OXO

Using the PyGame module, create a window of 600 pixels by 600 pixels and name it **"TicTacToe1337"**.

PS: [Official Guide](#)

In this window, implement a **tic-tac-toe** game so that two human players can, in turn, play a move by clicking on the box of their choice.



Job XOX

Complete your game with various options of your choice. Like what:

- Perfect AI
- Different levels of difficulty for this AI
- A game menu to choose the game mode
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Rendering

In your github directory "**runtrack-python**", create a folder "**day02**" and in this folder, for each job, a folder "**jobXX**" **where XX is the number of the job.**

Don't forget to submit your changes as soon as a step is advanced or completed and use explicit comments.

Competencies targeted

- Discover the pygame library
- Implementation of an OOP architecture in python
- Improve your algorithmic level

