**CREATING A TIC TAC TOE GAME**

In the process of creating a simple game, I created a tic tac toe game because of its simplicity. I used 3 prompts until I got the final game as I wanted it and here are the prompts

1. **Let’s create a functional tic tac toe game using python for backend and GUI**

For this first prompt, the game was ready to play and fully functional but it was player against player, and since most people are glued to their phones and it’s hard to get another person play with, I decided to improve it so that the person plays with the computer and that’s how I came up with the second prompt.

1. **Let’s improve the game we have created by allowing one person playing with a computer, the person should be able to choose what to play be it X or O and for the first game, the person should be the first to play but for the preceding games, the winner of the previous game. For the winner, the boxes fully filled should be colored green indicating a win, you can also leave the alert function.**

I wanted to make the game more interactive by allowing the individual to be able to select which symbol to use when playing and also to improve the visuals by adding color to the grids of the winner here. The game was improved and everything was added as I wanted. So, I decided to add a score board for motivating the player to continue with the game, and thus the third prompt.

1. **That was nice, without changing a thing, lets add a score board, game starts at 0 but for every win, the winner earns 5 points**.

With this, the game was fully functional to my liking, but the computer moves were predictable and it was letting the player win most of the moves, so I wanted to add something challenging by improving the moves made by the computer, thus the 4th prompt.

1. **I need more changes to the game, the computer moves are so predictable that it’s hard to make a draw, can you make it more challenging by improving the computer moves.**

At this point, the minimax algorithm was used which really improved the game, but created bugs of color green displaying to all the grids after the 2nd move. I re-prompted for a better version nothing seemed to be working but and I could not find the bug in the code. So, I decided to just stick with the third prompt since the code was working just fine.

Here is the link to the game

https://drive.google.com/file/d/1kekowQULmLqSN8ITsHCOU8YW9BGu5kdI/view?usp=sharing