

SIC Python Final Project

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How To Play

The Game Consists of Two Players Switching Turns by Using the mouse, The first to Line 3 shapes up horizontally, vertically or diagonally wins.

The Idea

The Idea of the game was to male a tic-tac-toe game with python and pygame library. We reasearched alot to understand the basics and to be able to recreate the game.

How The Game Was Made

We used PyGame Built-In functions like the `draw_line()` and the `draw_rect()` commands to draw the backboard zones and to sense the mouse click

And other functions like the `win_check()`. We used Python Functions like `While()` to achieve the continuity of the game till the window is closed, And a lot of other conditions like `if`, `else` and `elif`. As well as a list to determine the winner as the list changes by the shape number - X=1 , O=0 - and when the list changes and three numbers are perpendicular the player wins.

Changing Turns

Turns were changed by a variable called shape. Where turns are defined by 0s and 1s. Where the first player plays at Shape=1 and then changes it to be 0

When the variable equals 0 the second player plays and changes it to be equal to 1 and so on.

Sources

And now Finally Dear Reader, The sources:

This Coders Legacy Article Has been a great help :

<https://coderslegacy.com/python/python-pygame-tutorial/>

Also this Real Python Tutorial :

<https://realpython.com/pygame-a-primer/>

And finally This Edureka Article :

<https://www.edureka.co/blog/pygame-tutorial>

