AVIOTHIC 2.0

TIC TAC TOE

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CATEGORY - SOFTWARE

TIC TAC TOE

Tic Tac Toe Project: A simple yet strategic game built with [technology stack], featuring single-player (vs AI) and multi-player modes, intuitive UI, and win/draw tracking.

Create a classic game where two players compete on a 3x3 grid to get three of their marks ('X' or 'O') in a row, either horizontally, vertically, or diagonally.

Our project recreates this timeless game with a modern twist, providing an interactive, responsive, and fun experience. It can be played between two users or against an AI opponent powered by basic decision logic (or the Minimax algorithm, if implemented).

Stragic and positive mindset game

PROBLEM & SOLUTION

✦ PROBLEM

If all nine squares are filled without either player achieving three in a row, the game ends in a draw

The first move more advantage
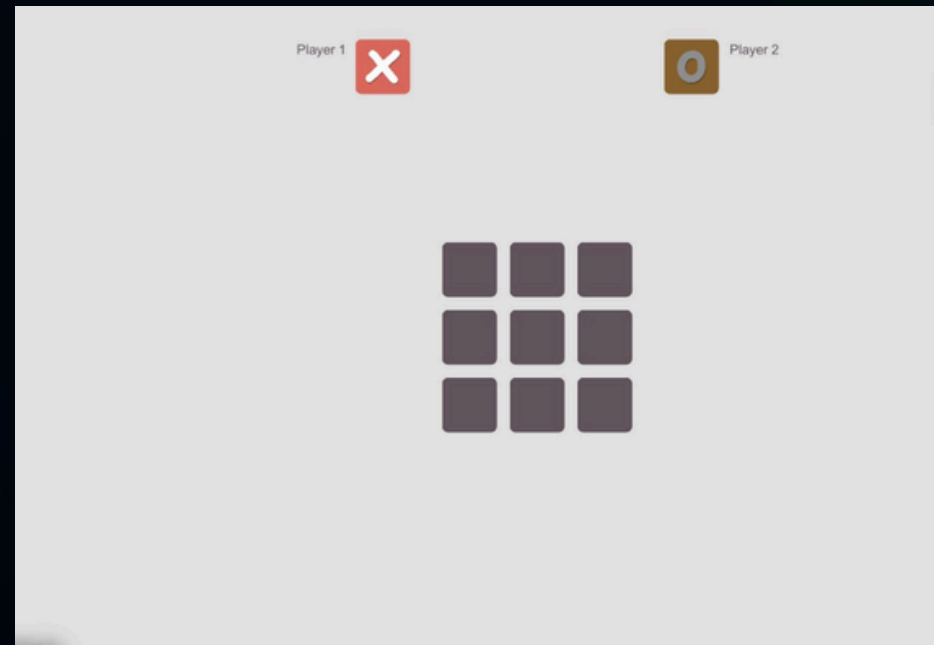
✦ SOLUTION

Start in the corner

Tools & Technologies

- **Unity Engine**
- **C# Programming**

Future Improvements / Conclusion

- Online multiplayer
- Improved AI
- New UI themes
- Summary of learning outcomes

Screenshots / Demo

- ## Screenshot 1

- ## Screenshot2