



Project#3

~ AN AI GAME NOUGHTS AND CROSSES ~

AN EARLY VARIANT OF NOUGHTS AND CROSSES WAS PLAYED IN THE ROMAN EMPIRE, AROUND THE FIRST CENTURY BC. IT WAS CALLED TERNI LAPILLI AND INSTEAD OF HAVING ANY NUMBER OF PIECES, EACH PLAYER ONLY HAD THREE, THUS THEY HAD TO MOVE THEM AROUND TO EMPTY SPACES TO KEEP PLAYING. THE GAME'S GRID MARKINGS HAVE BEEN FOUND CHALKED ALL OVER ROME.

Reference: <https://en.wikipedia.org/wiki/Tic-tac-toe>

(100 pts.) Write a TIC-TAC-TOE (OR NOUGHTS AND CROSSES) game which is written in Python programming language. Your program MUST have the following requirements:

1. You must enable the user to play against the computer.
2. You must keep scores for every move. Given scores should be increased if user or computer become closer to final state.
3. The game must run for 3 rounds. At the end of each round save score and calculate the total score after all 3 rounds are ended.
4. Game should have 3 states: Lose, Tie, Win.
5. Your environment should be a 5X5 board. (Optional, however gives extra 10 points: Let user makes the board selection. []nXn).

GOOD LUCK!