**Student Name/Grade: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Rubric:**

\_\_\_\_\_\_ / 15 Asks which space to play in, checks the space is empty

\_\_\_\_\_\_ / 15 Prints the board properly before each move

\_\_\_\_\_\_ / 5 Declares winner or that it’s a tie

\_\_\_\_\_\_ / 5 Comments

\_\_\_\_\_\_ / 10 Assignment submitted correctly and on time

\_\_\_\_\_\_ / 5 **Extra credit**: uses .split() and .strip()

\_\_\_\_\_\_\_ Total

**Description:**

Write a complete Tic Tac Toe game that can be played by 2 (human) players. I’d recommend copying and pasting your code from weeks 17 and 18 into the new file and then modify stuff from there. The game should do the following:

* Print the current state of the game board before every move so players know what it looks like.
* Ask each player which space they want to use, and make it obvious how they should answer. **Keep asking them until they choose an empty space**.

My game prints the board like this and asks the user to enter a row and column:

-0- -1- -2-

0| | | |

1| | | |

2| | | |

-0- -1- -2-

But you don’t have to do it that way. You could also label each of the nine spaces with a, b, c, etc., 1-9, or do something entirely different.

* Check if anybody’s won after each move, and if so print out the winner and end the game.
* If the game ends in a tie (hint: there are a maximum of 9 possible moves, so player 1 gets more moves than player 2), then print that out and end the game.

**EXTRA CREDIT**: if you ask the user to enter their play in the format “row, column” and then use the .split() and .strip() methods to process the answer, I’ll give you 5 extra points.

Name your file tic\_tac\_toe\_lastname.py and email it to me using **[ICS] Week 18 LastName.**

**PLAY YOUR GAME a bunch of times before you submit it!**