

# Tic Tac Toe

## Planning

### Rules:

- Choose a symbol, 'O', or 'X'.
- Take turns to place your symbol on the grid.
- The first player to get a horizontal, diagonal or vertical line of 3 symbols, wins.

### Data structure:

Grid location will use a list, from 1-9 (0-8 index)

- List will be called 'board'

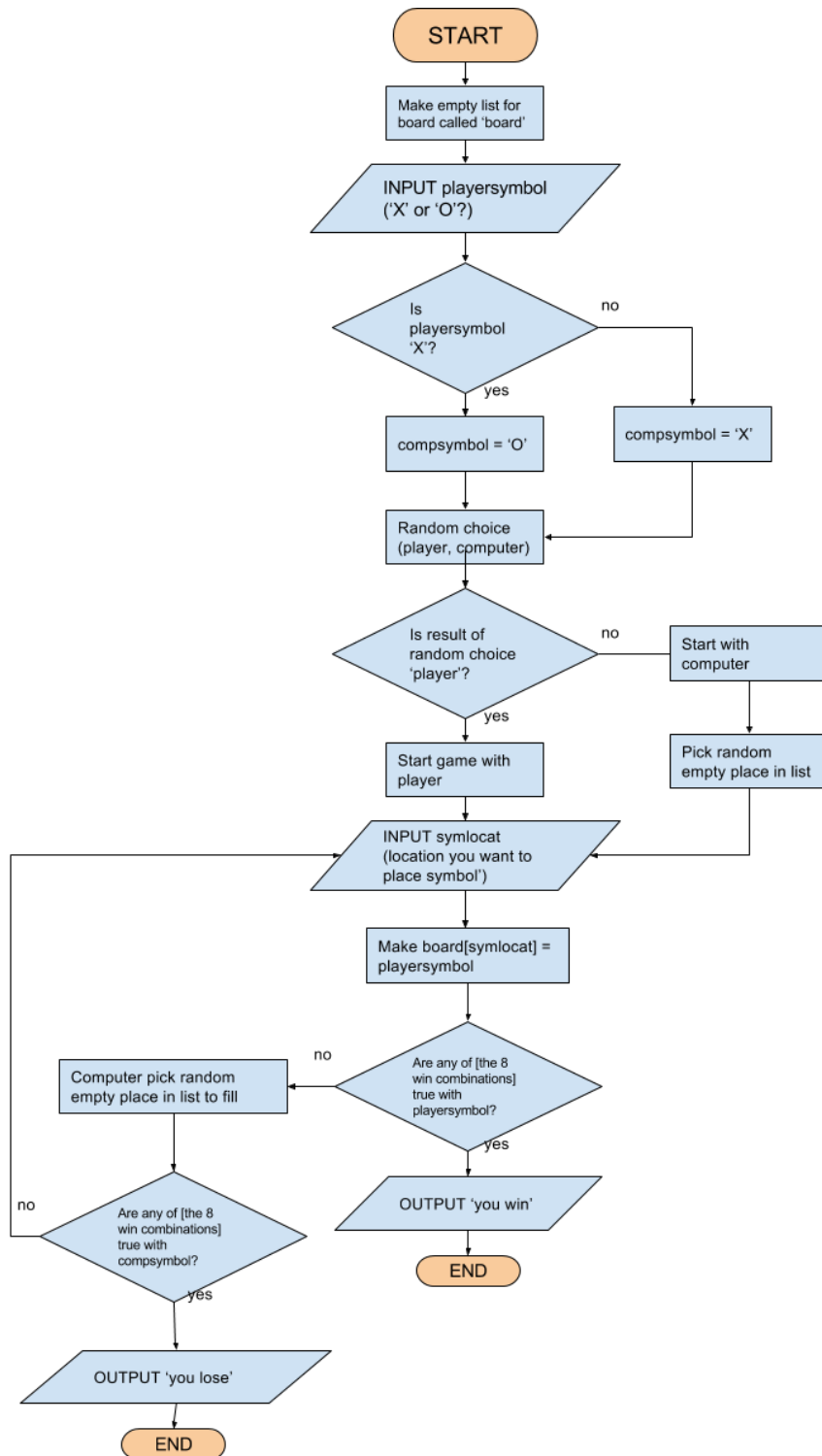
Constants:

- playersymbol (the symbol the player will use)
- compsymbol (the symbol the computer uses)

Variables:

- whofirst (it will either be 'player' or 'computer')
- symlocat (number from 1-9 for 3x3 grid)

# Flowchart



## Test plan:

Test Num	Description of Test	Test data	Expected outcome
1	Enter 'x' as an input	valid	It accepts the 'x' as an input
2	Enter 'X' as an input	valid	It accepts the 'X' as an input
3	Enter 'o' as an input	valid	It accepts the 'o' as an input
4	Enter 'O' as an input	valid	It accepts the 'O' as an input
5	Enter 'e' (or any other character) as an input	invalid	It does not accept the 'e' (or any other character) as an input
6	The game should end when the player wins	valid	The game prints 'you win' when the player makes a winning move
7	The game should end when the computer wins.	valid	The game prints 'you lose' when the computer makes a winning move.