

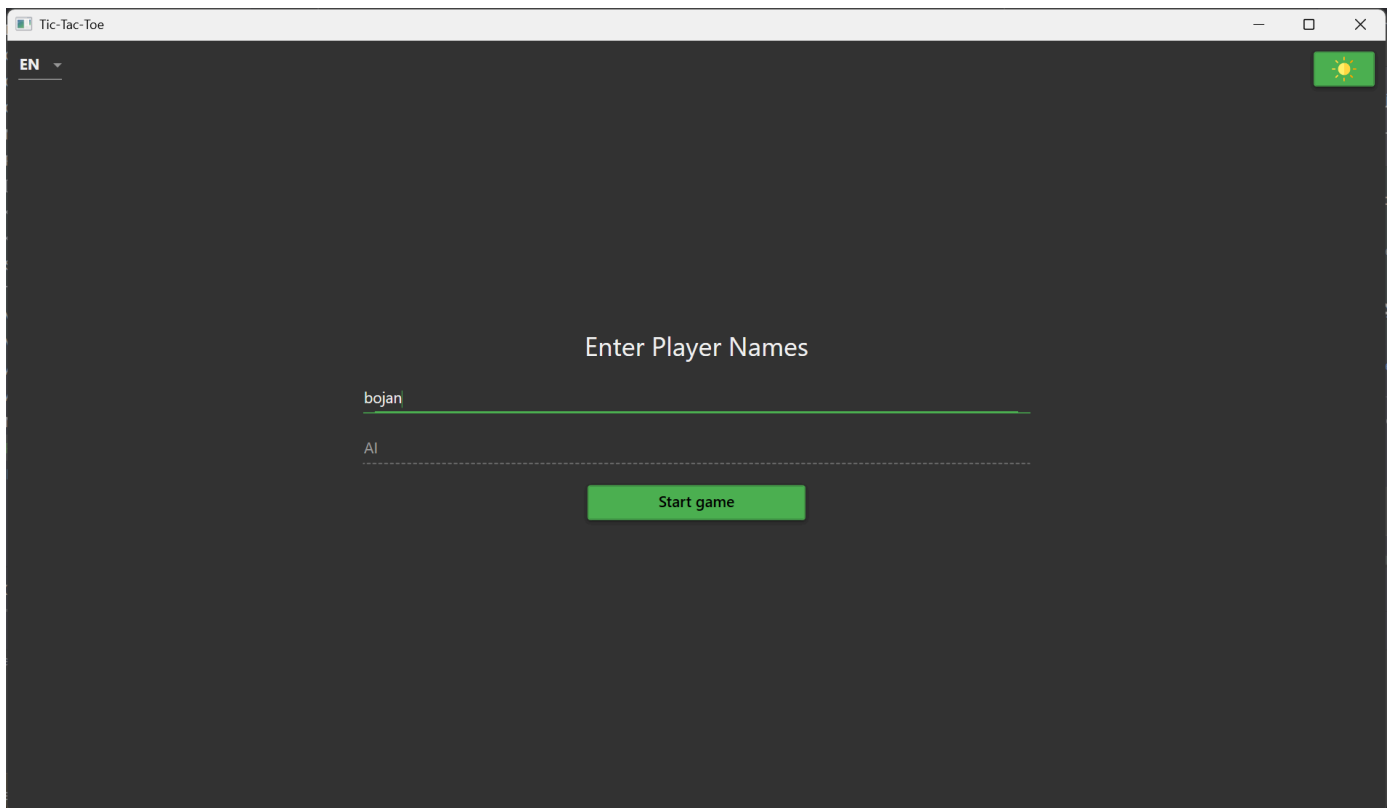
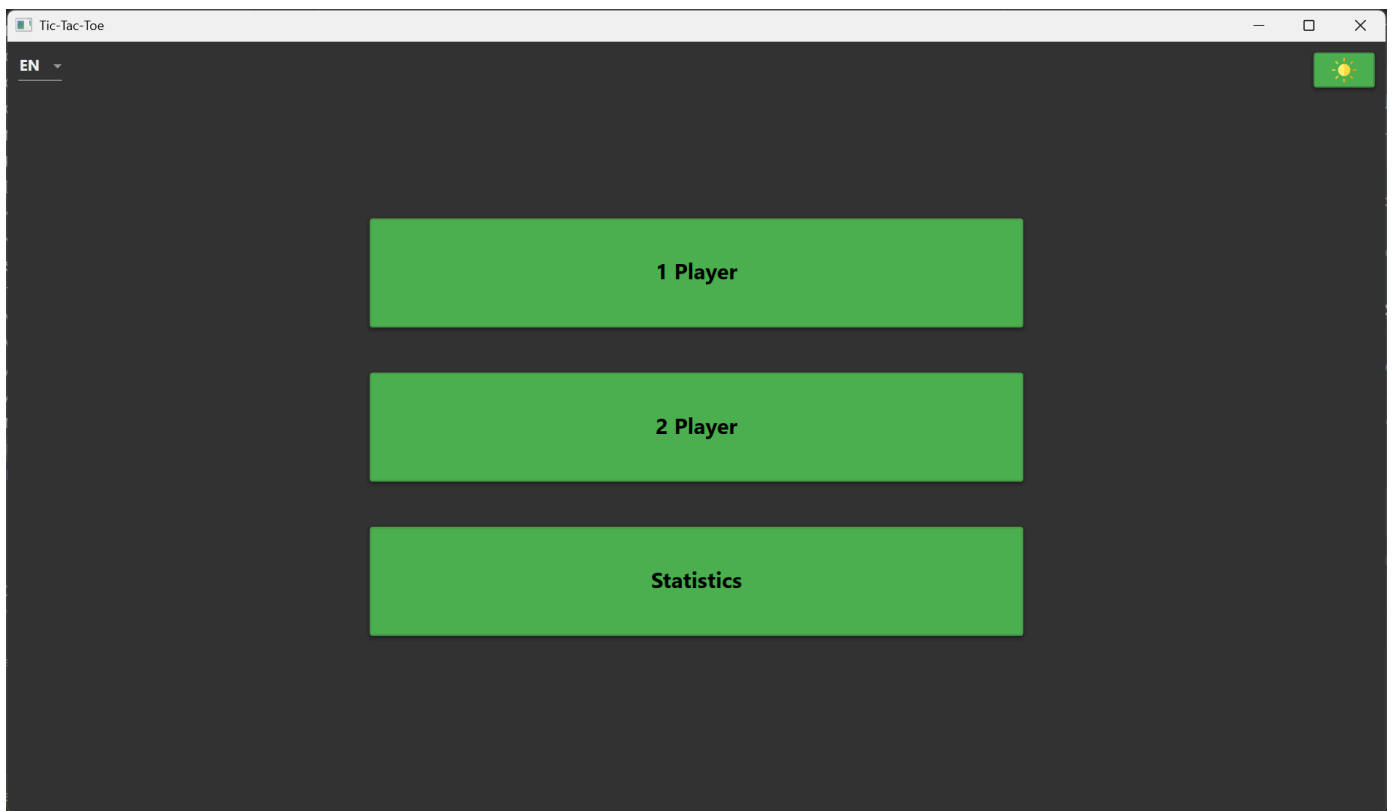
XO Game

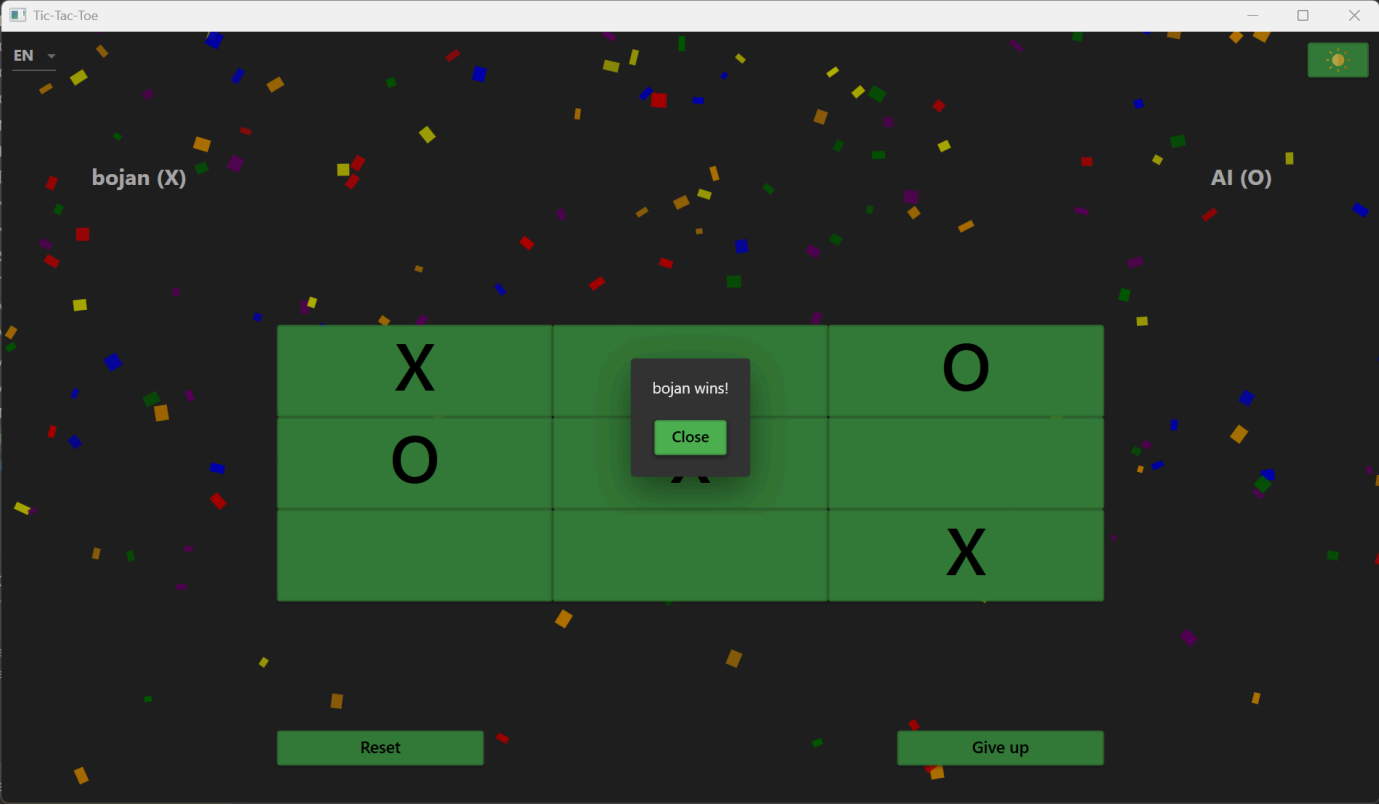
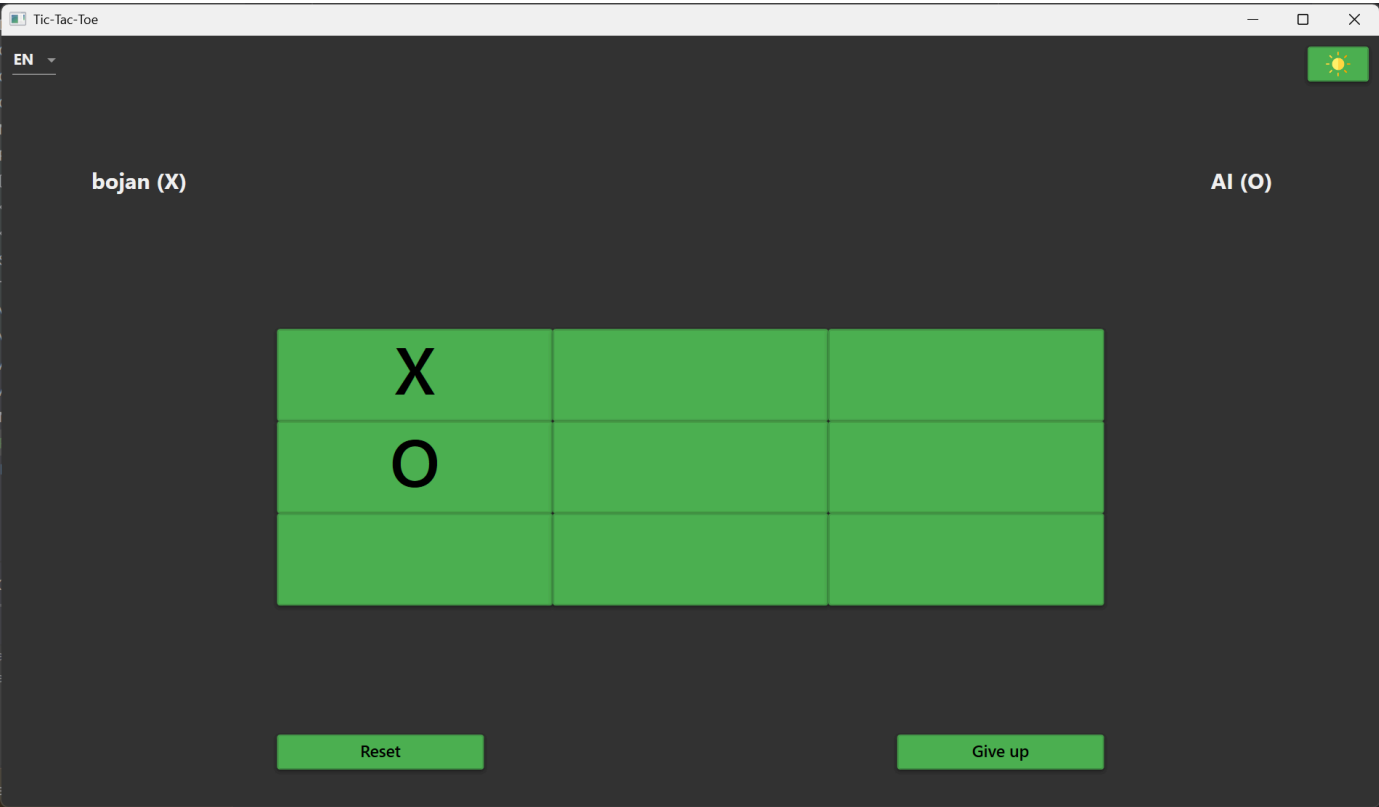
A modern implementation of the classic Tic-Tac-Toe game built with C# and WPF.

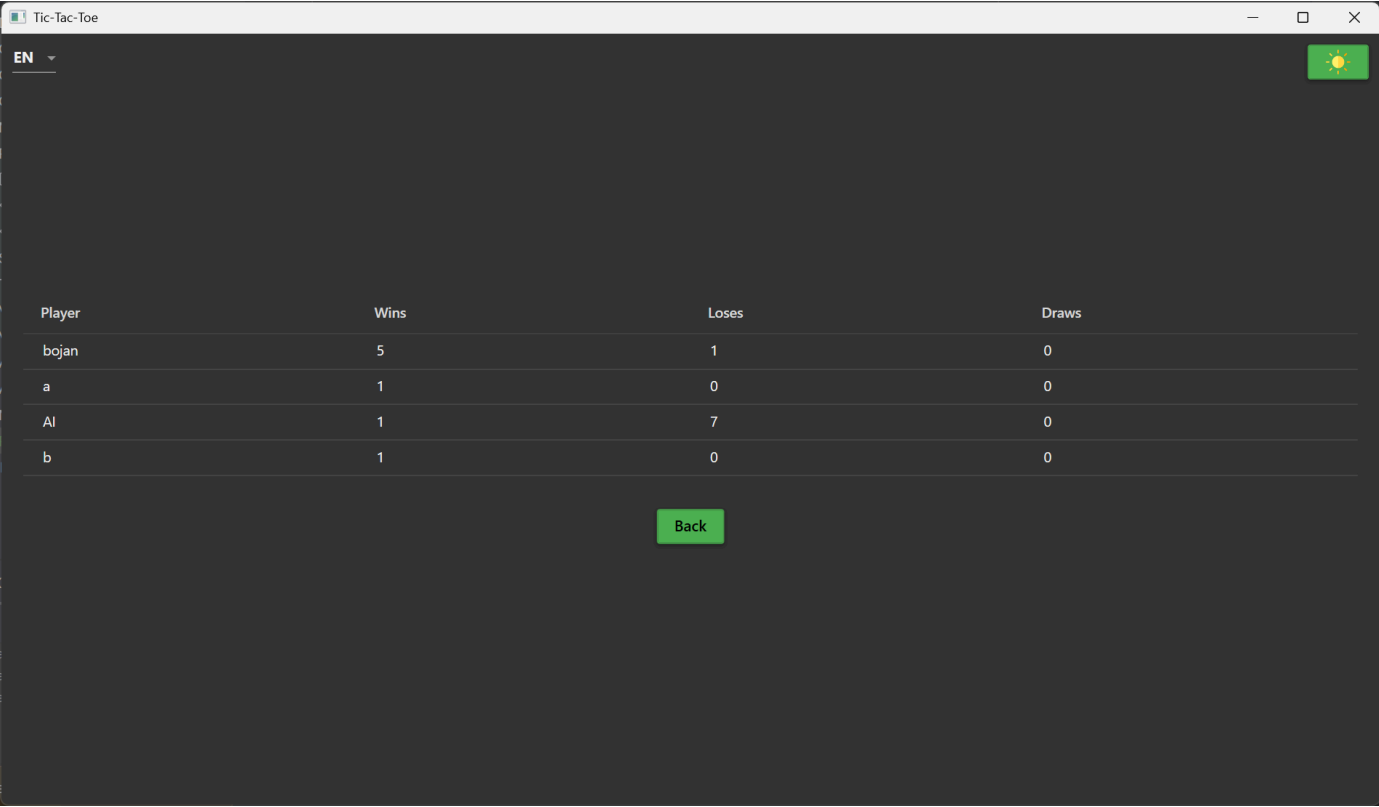
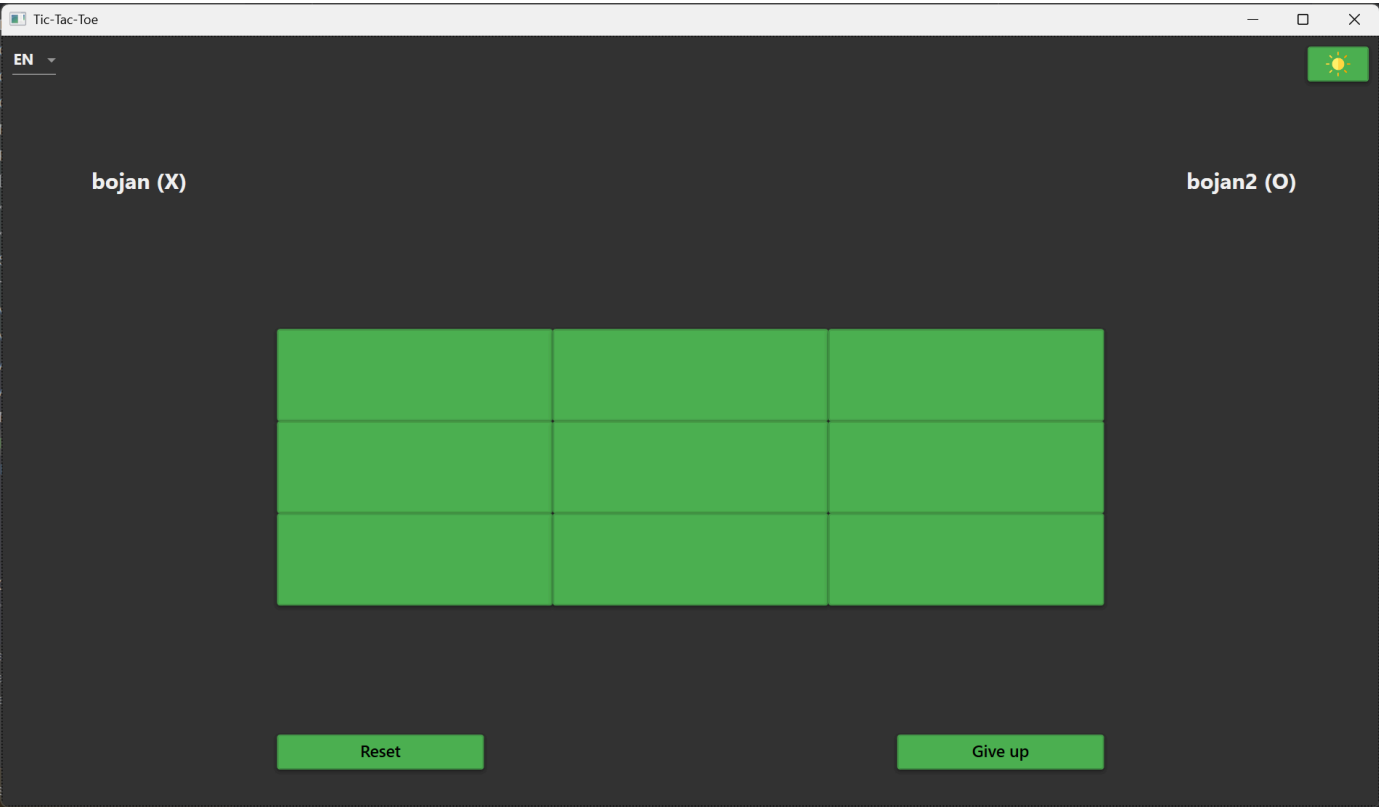
Features

- 🎮 Classic Tic-Tac-Toe gameplay
- 👤 Two-player mode with customizable player names
- 📊 Statistics tracking (wins, losses, draws)
- 🌐 Multi-language support (English, German)
- 🎨 Clean, modern UI with Material Design

Screenshots







How to Play

- 1. Start the application

2. Enter player names
3. Choose your preferred language from the dropdown
4. Players take turns placing X's and O's on the 3×3 grid
5. First player to get three in a row (horizontally, vertically, or diagonally) wins
6. View game statistics to track player performance

Language Support

The game supports multiple languages:

- English (EN)
- German (DE)

Select your preferred language using the language dropdown in the top-left corner.

Technologies Used

- C# / .NET
- WPF (Windows Presentation Foundation)
- MVVM Architecture
- Material Design UI

Installation

1. Clone the repository
2. Open the solution in Visual Studio
3. Build and run the application

Development

This project follows the MVVM (Model-View-ViewModel) pattern for clean separation of UI and business logic.

Project Structure

- `Models/` : Game data structures
- `ViewModels/` : Application logic
- `Views/` : UI components
- `Resources/` : Localization files