A close up of a logo

Description automatically generatedJett Dye and Yul Castro

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Advanced Java

Professor Goulden

Tic Tac Toe Bot

For our project we will create a tic tac toe game, where the computer competes with the player. The player will be able to set how many rounds he/she wants to play for, and will be able to set the difficulty to one of 3 levels(easy, medium, and unbeatable).If the player wins a round or all rounds of a game, the bot will congratulate the player. If the computer wins a round or all rounds, it will mock the players skills. If the game ends in a tie, then each side gets a point. The game itself will be a GUI where you must click on the square you want to mark.

