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# TTT.py - Main Tic Tac Toe File
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from TTT_interface import *
from TTT_state import *
from TTT_player import *

def ttt(player_1, player_2, interface_state):
    game_state = GameState(interface_state)
    game_status = GameStatus.PLAYING
    toggle_player_turns = -1
    turn_player = player_1
    display_game_state(game_state)
    while game_status == GameStatus.PLAYING:
        toggle_player_turns = -toggle_player_turns
        if toggle_player_turns == 1:
            turn_player = player_1
        else:
            turn_player = player_2

        [move, game_status] = turn_player.get_move(game_state)
        make_move_and_display(game_state, move)
        game_status = check_for_win(game_state)

    final_move = turn_player
    return [game_state, game_status, final_move, player_1, player_2]

while True:
    interface_state = Board((350, 88), 3, 100)
    player_1 = GamePlayer()
    player_1.player_num = "1"
    player_2 = GamePlayer()
    player_2.player_num = "2"
    get_players_info(player_1, player_2, interface_state)
    [game_state, game_status, final_move, player_1, player_2] = ttt(player_1,
        player_2, interface_state)
    signal_end_of_game(game_status, game_state, player_1, player_2,
        final_move)
```