APCS - Tic Tac Toe Project Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Directions:** Create a project to play the game “Tic-tac-toe”

Your game should be able to be played by two people, whose names can be entered in the program. The players can enter positions to place their symbols until they get three in a row.

The board should store the players’ symbols in a 2-D array.

The game must compensate for human error such as guessing a point off the grid or guessing a position that was already used. If either of these errors occur, it should identify the error and prompt the same player to try again.

Your game must automatically identify when someone wins and stop the game. Then Identify the name of the winner.

Your game must stop and declare a tie, in the event that all positions are used and no one wins.

After each game the program should ask the player if they want to play again and start a new game each time until they no longer want to play.

NOTES: You should use at least two object classes in addition to your main: Ex: **Player** and **Board**.