**TICTACTOE GAME**

This project is about developing a tictactoe game using graphics.py in python,

for playing a human player against computer AI.

Attached is a browser version of a tictactoe.

It gives you an idea on how the UI of your application would look like.

The main difference would be you must add a text widget at the bottom

of the grid to show when it is "human" player turn to play,

saying something **like "Your turn",** to indicate to you that it is your turn to play.

Main features are of the game is as following:

1) **AI player should paus**e before playing its turn.

YOu can achieve this using **time.sleep()** function as we did last week.

2)AI player should play "intelligently".

It means it should try to **prevent human player from winning**.

I outlines a simple AI at the end of this week session.

Refer to the zoom recording for this.

A screen shot of my drawing is also attached in this assignment.

Basically AI player first tries to block human player

from doing any of the 3 matches: row match, column match, cross match.

If no immediate match exists to block,

then AI player picks an non-occupied cell and fill it with computer.png picture.

The 2 pictures, Apple.png and Computer.png can be found in tictactoe\_Browser folder.

3)Once **computer or Human player wins**,

a message in the text area bellow the grid should be displayed for **5 seconds**.

After 5 seconds, the message should change to **"Press inside to play again**,

**or outside to quit"**. This means if user clicks inside the text area,

the game should start again. If user clicks outside,

it should quit the game and clock the graphics window.

4) TO hand in, **put all your files in a folder and zip it** and hand it in.