PyTacToe Documentation

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1 Rules of Tic-Tac-Toe

- We play on a grid that's 3 squares by 3 squares.

- One player is symbolized by an "X", the other by an "O".

- When one player has his 3 marks in a row, whether its diagonally, up-down or in a line.

- If no player has 3 marks in a row and all 9 squares are full then the game ends.

2 Multiplayer

2.1 Player VS computer

The player is able to play against the computer. A notification will signify when the player should play.

2.2 Player VS player

Each player will play again each other, a notification will signify if player1 should play or player2 should play.

3 GUI

For the moment we will use CLI to interact with the game. A graphical interface will be implemented in the future with PyQt.

4 AI in PyTacToe

We will try to implement in the future an AI with degrees of difficulty: normal and unbeatable.