Tic Tac Toe

Game
- win/Lose - Turn control - 1 board - 1 AI, 1 Player

→ also controls

Prompts

Board

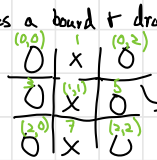
Data

2d array

0 = empty
1 = player
2 = AI

Board Render

- Takes a board & draws it to the screen (using ASCII)



↳ Draw lines if time allows

Functions

- get_cell(x, y)
  return - converts x, y coords into index for the board & returns what's stored

- set_cell(x, y)
  return - T/F cell was able to be set

Finding a Win

Recursive, path finding?

~~Start top left, march until find something not empty, if something is found, then recursive path find~~

multiply

- Loop over the rows & ~~add~~ up to get the totals
- Then check column totals
- Then check diagonals

1^n = player 1 win
2^n = player 2 win
0 = no win in row

Total checks: 8 $O(n)$ n = board size!

AI

MVP - Random placement
Improvement: Use solved strategy

To do

Game

- Set up prompts ✓
- Turns ✓
- Play again –
- Gameplay loop ✓
- Input ✓

Board

- 2D array
- get
- set
- Find win

Board Renderer

- Draws board to screen

AI

Randomly choosing a cell