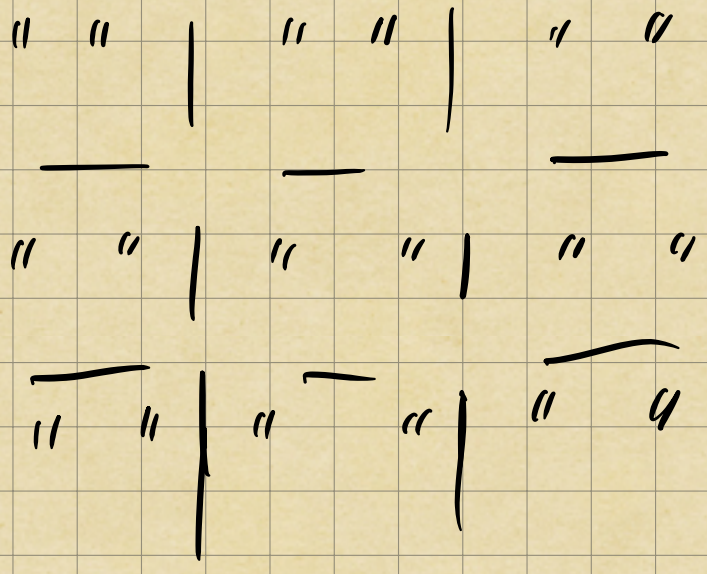
What's the best way to visualize this game?

↳ input should give →



(?) : need to track

↳ I can make a list

for tracking

↓

P1 and P2

w/ winning chances

input append to lists

3 lists? → row_num_p1 : [1,2,1,1]

colum_num_p1

row/colum_p1

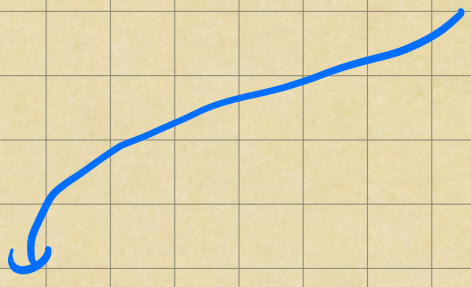
if (List1length >= 3;

for item in list:

```
for item in row._:
    if item.count(1) = 3
```

↓

win



```
all_lists_p1 = T [1, [2, 3]]
```

```
for list in all lists:
    for item in list:
        if item.count = 3
```

↓

win

```
else: continue
```

1,1	1,2	1,3
2,1	2,2	2,3
3,1	3,2	3,3

```
l1 = []
l2 = []
l3 = []
```

↳

```
input → "x, x"

l1.append(input[0])
l2.append(input[-1])
l3.append(input)

l3_set = set(l3)
```

sel = { "1,1", "2,2", "3,3" }

se2 = { "1,3", "2,2", "3,1" }

```
if   l1.count(l1[-1]) == 3:
        print(you win!) break

elif (l2.count(l2[-1]) == 3:
        print(yo win!) break
elif   s1.issubset(set(l3)) ==True:
        print(yw!) break

elif   s2.issubset(set(l3)) ==True:
        print(yw!) break
```

Things to Add ▽

↳ Change the font of numbers

↳ Make ("x") and ("o") thicker

↳ A bit color maybe!

④ Somehow can I figure out if the game is over??

<u>whats missing?</u>

↳ Font change ✓

↳ Quit option ✓

quit = True

if

"

Welcome message

How to play message

↳ including "quit"

↳ Draw option!

-> If wants to play more

↳ Score Board

↳ probability checker?

question -> ?

3 wins!

Welcome to TicTacToe

↳ to see game rules

↳ type 1

↳ to continue ~~to type 2~~

↳ to start the game

→ [illegible]

→ Draw needs a fix!!

L, I can't quit the game
after having
it's a draw
notification

I would not allow anything but

Wow I can quit but
at the end it still
it's a draw!

also P1

(3) -> when draw from "P2" start

it gives me the extra

player gui

needs a fix

-> when It's a DRAW

-> I would also like to change

the players

get rid of the extra gui

Turn for ?

↳ After game win

"It's Pin's Turn"

↳ Should be after the score table

→ Draw (gap.)

SCORE

→ 3 point(s)

→ Row, Column → (> ✗)