


Challenge Code

Notes / Plan

Ideas:

Overarching loop to replay or obtain instructions  maybe a display instructions function

Each location given a number 1-9 spot selection by user input

- denotes an unused spot

Computer should prioritize responding to the users last move, while ensuring it is not a trap

game class to track the current game

└→ player turn function

└→ computer turn function

Plan:

1 - over arching loop

- welcome
- option for instructions
- option to quit
- option to begin game

2 - game/gameboard classes

- keep track of positions
- check for endgame function
- Ask who goes first

3 - Player move function

- check available locations
- prompt the user for input
- ensure valid input
- implement here

4 - Computer move function

- check available locations
- check immediate win locations - priority 1
- check immediate treats - priority 2
- check traps - priority 3
- if none (like on move 1) take middle
- implement here