Following are the specifics of the topic I've chosen for my final project:

**The author** - Sai Nrusimha Kalyan Hanumanthavajjala.

**The Project Title** - "Tic Tac Toe Wars."

The Project Description - A competitive game of X's and O's against the opponent is the main feature of the app you use to kill time when we're bored. The history of Tic Tac Toe is also covered in this app, along with how it has evolved over many generations.

**App Features:**

I'd like the following features and functionality added to my Tic Tac Toe Wars project.

**Player Names Input Roster:**

Players can personalize the experience by entering their names before getting started.

During gameplay, the active player's name will appear on screen.

**The Game Table:**

A 3x3 grid serves as the playing field.

Players may choose any cell in the grid in which to plant their X or O.

**During Gameplay:**

The game is played in turns, with each player having an equal opportunity to place a symbol on the board.

To make a move, a player must choose a cell that is otherwise empty.

The game keeps count of the total number of checked boxes to establish a tie.

**Requirements for Victory:**

After each move, the game checks for winning combinations to see if a player has won.

Three identical symbols (X or O) in a row, column, or diagonal are a winning combination.

**Resulting Dialogue:**

When the game is over, the results are shown in a dialogue box.

The winner or a tie is declared in the dialogue. You can choose to start the game over again.

**Background of the Game:**

On the main page, clicking "History of Game before Playing" takes you to an external link.

The hyperlink takes you to a page that describes how Tic-Tac-Toe came to be and how it has changed over time.