

3-D triple-decker tic-tac-toe

What it is: A more challenging and fun variation of regular tic-tac-toe.

Best for: 2 players.

What you need: Python, and two players.

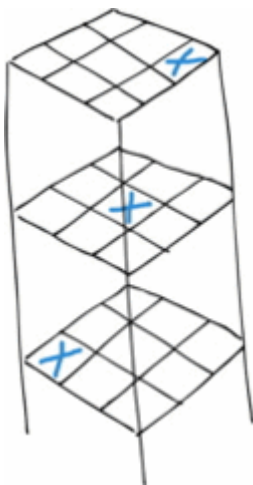
How to play:

Your role is to code a program which allows two players to play.

Flow:

1. Each player enters a name
2. The first player will be chosen randomly
3. The current player will be asked to enter his move (think about how to input a move)
4. Limit the decision time of each player for 60 seconds - (Challenge create a visual representation using ascii of a progress bar)
5. The game board will be drawn (using ascii chars)
6. Evaluation of the board for a win will be checked
7. If the game wasn't ended (one side won or a tie) go-to step 3
8. When the game is over the winner's name will be presented
9. And a question about a new game will be asked (challenge keep track of the score of the players)

The game is basically the same as regular tic-tac-toe: you try to win by getting three X's or O's in a row. The trick is, instead of one grid of nine squares, you have three grids of nine squares, all stacked on top of each other. A diagonal, horizontal, or vertical set of three lets you win, but since the game is 3-D, there are many more winning possibilities, some of which are shown here:



<https://www.thegamegal.com/2010/08/18/3-d-triple-decker-tic-tac-toe/>