

Python Game-Tic-Tac-Toe

Purpose: The purpose of my final project is to build a python Tic-Tac-Toe game. The game will be interactive, where the user plays against the CPU. The end goal is to have a fully functioning Tic-Tac-Toe game that is playable (with instructions) for an entry-level Python/programming/computer user.

Resources: I'll use my experience working with Python, coral, and ZyBooks to complete this program. To write this program I'll use Visual Studio Code (VSC), run through a virtual machine on my MacBook. This project will be presented and played through VSC and will incorporate beginner level python skills. To complete this assignment, I will make use of the information on ZyBooks, and my own brain.

Deliverables: A user looking to play the Python game will find a couple of things in the game folder on GitHub. First will be a file containing the code for the game itself and a brief description. Alongside the code file, an instruction file will be provided to help the user download and set up VSC for use. Finally, an additional instruction file will be found that will help a new user interact with and play the Python game within VSC.

Goal: The end goal of this project is to have a fully functioning Tic-Tac-Toe program that a beginner level user can play. The project will be delivered with instructions on how to interact with VSC and the game itself. Users will understand how to simply navigate and run code in VSC. The user will use the code provided in the GitHub game folder and follow the associated instructions to set up and play the game.