**TIC-TAC-TOE.**

**PROBLEM SOLVING.**

**UNDERSTANDING THE PROBLEM.**

- Players take turns in marking spaces in a 3x3 grid and when there are three consecutive marks either horizontally,vertically or diagonally the owner of that mark wins the game.

- So build a game where two players take turn in marking a 3 x 3 grid with two different markers, and for the player whose mark appears 3 times in a row either vertically, horizontally or diagonally wins the game.

**THE PLAN.**

**Does your program have a user interface?**

Yes it does.

**What will it look like?**

The designs are in the folder designs.

**What functionality will the interface have?**

- Allow a user to choose the type of marker he wants.

- Allow the user to mark a box in the grid using his marker taking turns either with another player or with the computer.

**What inputs will your program have? Will the user enter data or will you get input from somewhere else?**

- The user will mark the grid spots using the marker he has chosen.

**What’s the desired output?**

- Display the markers.

- When there are three markers of the same type in a row then declare that person a winner.