#3d Tic Tac Toe

"""""""""

0 = No X or O

1 = X

2 = O

X0 X1 X2

X3 X4 X5

X6 X7 X8

Y0 Y1 Y2

Y3 Y4 Y5

Y6 Y7 Y8

Z0 Z1 Z2

Z3 Z4 Z5

Z6 Z7 Z8

"""""""""

#turn order, count = moves finished

clist = [1, 2]

#initial pos

x = [0, 0, 0, 0, 0, 0, 0, 0, 0]

y = [0, 0, 0, 0, 0, 0, 0, 0, 0]

z = [0, 0, 0, 0, 0, 0, 0, 0, 0]

def move(player):

plane = input(str("Which Plane?")) # (X, Y, Z)

play = int(input(str("Which gridpoint?"))) # (0, 1, 2, 3, 4, 5, 6, 7, 8)

if plane == "X": x[play] = player

elif plane == "Y": y[play] = player

elif plane == "Z": z[play] = player

def switch (n):

if n == 1:

return 2

else: return 1

def grid():

for i in x[0:3]:

if i == 0: print (" ", end=' ')

elif i == 1: print ("X", end=' ')

elif i == 2: print ("O", end=' ')

print ("\n")

for i in x[3:6]:

if i == 0: print (" ", end=' ')

elif i == 1: print ("X", end=' ')

elif i == 2: print ("O", end=' ')

print ("\n")

for i in x[6:9]:

if i == 0: print (" ", end=' ')

elif i == 1: print ("X", end=' ')

elif i == 2: print ("O", end=' ')

print ("\n")

def victory():

if win(1) == True:

return 1

elif win(2) == True:

return 2

else: return False

def win(player):

return False

def start():

count = 1

print ("X Moves\nMove: " + str(count))

move(1)

grid()

while victory() == False:

if clist[count % 2] == 1:

print ("X Moves\nMove: " + str(count))

elif clist[count % 2] == 2:

print ("O Moves\nMove: " + str(count))

count += 1

print (clist[count % 2])

move(switch(clist[count % 2]))

grid()

start()