

# Project Submission

## Title: Tic-Tac-Toe Game

### i. Motivation: Why did I choose this project?

I chose to build a Tic-Tac-Toe game because it's a simple and fun way to practice programming logic. It's a great beginner's project..

### ii. Key Highlights of the Project

- ❖ Simple Interface: A basic 3x3 game grid.
- ❖ Different Modes: Choose between playing against a computer or a friend.
- ❖ Move Validation: Makes sure players don't choose invalid or already taken spots.
- ❖ Winning Check: Automatically checks for a winner or a draw after every move.

### iii. What did I learn?

- ❖ Working with Arrays: The game design was a great way to practice 2D arrays.
- ❖ Working with Functions and Loops.
- ❖ Logic Building: I learned how to check for a win or a draw.

### iv. Areas for Improvement

- ❖ Better Interface: A graphical interface would make the game more engaging.