TIC TAC TOE GAME USING PYTHON

Abstract

This project focuses on the development of a console-based Tic Tac Toe game using Python. The game allows a human player to compete against the computer. It demonstrates basic programming concepts such as functions, loops, condition checking, and random number generation.

Objectives

1. To design a simple Tic Tac Toe game using Python.
2. To implement human vs computer gameplay.
3. To validate user inputs and handle game logic.
4. To detect win, loss, and draw conditions.

Technologies Used

- Python 3
- Random module

System Requirements

Hardware: Any system with minimum 2GB RAM
Software: Python 3.x, Windows/Linux OS

Game Description

The Tic Tac Toe game is played on a 3x3 grid. The human player uses the symbol 'Y', while the computer uses 'C'. The player selects a position by entering numbers from 1 to 9. The computer makes random valid moves. The game continues until a player wins or the match results in a draw.

How to Play

1. Run the Python program.
2. Enter a number from 1 to 9 to place your move.
3. The player uses Y and the computer uses C.
4. The game displays the result after completion.

Results

The game successfully detects winning conditions for both the human player and the computer. It also correctly identifies draw situations when no moves are left.

Conclusion

This project provides a clear understanding of Python fundamentals and logical problem-solving. It is suitable for beginners and serves as a foundation for developing more advanced games.

Future Enhancements

• Implement smarter AI using algorithms
• Add a graphical user interface
• Enable two-player mode

Author

Pujitha Kurakula