OOP TicTacToe (Board Game)

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| |  | | --- | | Board | | -Number  -List | | + player\_scores()  + players()  + draw\_board() # display boards  + is\_board\_full()  + is\_winner() | | Class Board:  Def \_\_ini\_\_(self, number = 3, list)  Self.number = number # default at 3 for 3x3 matrix game  Self.list = list # list of inputs |

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| |  | | --- | | Player # Option 2 players or play with AI | | -value # X or O  -value # location on the board range(1,10) | | + input\_player\_letter()  + go\_first()  + play\_again()  + make\_move() | | |  | | --- | | AI (Player): | | -value # X or O  -location # pattern (or Random), but random would not get best result | | + computer\_move()  + move\_from\_list()  + is\_space\_free() # check 4 corners, middle, and sides | |

Module sqlite3 - In progress

Create an db file to store score after players (AI) finishes each game.

Module pygame or tkinker (This for create a GUI board for tictactoe) - In progress

Module TensorFlow (Create a trainable AI where AI can beat gamers based on their data) - In progress