**Project – Tic-tac-toe Server-Client**

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**Requirements:** Python, Browser

**What’s on the program?**

A python server file, player, board (of the game) and a game classes. A entry.js, lobby.js and main.js files which handle the client side. And entry.html which Is what the user sees and a css file to make the UI better.

**How to run the project?**

First, run the python server, after that go to your browser and copy the following url: <http://localhost:8000/entry.html>. The user will see the entry page, there he could enter his name and go to the lobby. To create another player you need to copy the above url to another tab, and then enter another name to join the lobby.

**What’s in the Lobby?**

In the lobby the user can press the play button and wait or join to an opponent that is also waiting for a game, after two players in a game will be created. In the lobby the user can see the other users and their status( in lobby, playing). Many games can be created.

**What’s in the Game?**

In the game you will see: your name and your type(‘X’ or ‘O’) the game chose for you, the opponent name and his type also. ‘X’ will always have the first turn. You will also see the Tic Tac Toe board(3 on 3).

Each player in his turn marks his type on the board (X or a O), after that the other player will have his turn and so and so. After each turn will be played the game will check if there’s a winner or a tie, and will inform the users if was one. After the game will end(was a winner or a tie) a back to lobby button will pop and the users could go back to lobby and play more games with another opponents!!.

Good Luck, Have Fun😊