MLCCC Game Programming Project:

**Tic**-**Tac**-**Toe** is a very simple two player **game**. So only two players can play at a time. This **game** is also known as Noughts and Crosses or Xs and Os **game**. One player plays with X and the other player plays with O. In this **game** we have a board consisting of a 3X3 grid

1. Design the Game
   1. Figure out the rules of Tic Tac Toe Game
      1. Two players control the keyboard in turn
      2. The game board is 3X3 grid
      3. The player who first get 3 dot in one row will win



1. Design the Game UI
   1. Game Start, Game Over
   2. Board, back ground
   3. Chess: nothing, X, O
   4. User input position: n or (x,y),

Ex: position of 2nd column and 3rd row

* Option1: 8
* Option2: (2,3)

1. Design the Game Data Structure
   1. Option1: Use list of object with position 1 to 0
   2. Option2: User double array [][]
2. Design the Logic to decide who won the game
3. Code implementation:
   1. Load the UI object/image
   2. Add the code for UI interactive
   3. Add the code for Data Structure
   4. Add the code for winning judgment logic
4. Challenge:
   1. Change the one of the player to AI
   2. Coding the logic of the AI player to find the best place to put.