

PROJECT REPORT – TIC TAC TOE

Outline:

The main menu of the game consists of ‘Play Game’, ‘Quit’ and ‘Instructions’. It is a multiplayer game which is designed using pygame whose rules are given under “Instructions” menu. This game is started by one of the players clicking on a button of the 5x5 grid that is displayed in the ‘Play Game’ interface. This grid is constructed using Tkinter module. Once a player wins, ‘Congratulations’ window pops up. If it is a draw then, a ‘Game Drawn’ window is displayed. Both the windows allow the players to either play again or quit the game. The players have to play alternatively. The players can also choose between the set of characters – X/O or 0/1 which are constant throughout the game.

The following functions are defined and implemented as per requirement :

- Intro() - For the main menu.

- Instr() - It displays the instructions of the game when the instructions button is clicked.
- Select() - For the players to select between the pair of characters already mentioned above.
- ch() and chk() - Used to check the conditions to win.
- Victory() - This function gets called when a player wins the game.
- Draw() - This function gets called when a game is drawn.

Conclusion:

This is a multiplayer game in which the probability of a player winning is very low. So, the players have to use various techniques to win the game.

References:

- ♦ Stackoverflow
- ♦ Pygame
- ♦ Tkinter

♦ Geeksforgeeks

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