

Tic Tac Toe v1.0.0

A short guide on how to use this debate resolving toolbox

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[Source Code](#), [Typst Universe](#)

♦ Preparations

Step 1: Import the package

```
#import "@preview/tictactoe:1.0.0":  
tictactoe
```

♦ How to Play

Step 1: Start a game

```
#let game = tictactoe[]
```

Step 2: Draw the field (centering optional)

```
#align(center, game.field)
```

Step 3: State current player and winner

```
#if game.winner != none {  
  [Player #game.winner won!]  
} else {  
  [Player #game.current's turn]  
}
```

Step 4: Play the game – each **valid** entry changes the current player to the other!

```
#let game = tictactoe[124123]
```

Note! – Basic filtering such as duplicate purging is done automatically!
So 111221332 will end up as (1,2,3)
and for players (1,2,1) respectively.

The example (Steps 1-4) applied, results in:

×	●	●
×	5	6
7	8	9

Player × 's turn

And in case of a winner [12437]:

×	●	●
×		
×		

Player × won!

♦ Customization

Change Width and height

width The width of the whole game field
default: 3cm

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default: 3cm

```
#ttt.tictactoe(  
  width: 6cm,  
  height: 2cm  
)[] .field
```

1	2	3
4	5	6
7	8	9

Change Player Icons

icons The respective player's icons given as an 2-element array of (main) type `content`. First position is player 1's icon, the second player 2's icon.

```
default: (  
  emoji.crossmark, emoji.circle.green  
)
```

next page for example!

```
#ttd.tictactoe(icons: (
    emoji.cat, emoji.dog
)
)[...].field
```

🐱	🐶	🐱
🐶	🐱	6
🐶	🐱	9

Change Player Color

color color of the winners and draw condition.

```
default: (
    player1: rgb("#dd2e44"),
    player2: rgb("#78b159"),
    draw: orange
)
```

```
#ttd.tictactoe(
    color: (
        player1: purple,
        player2: blue,
        draw: aqua
    )
)[...].field
```

✖	●	
✖	●	
✖		

✖	✖	●
	●	
●		✖

●	✖	●
●	✖	✖
✖	●	✖

Disable Raster Helper

helper draws field numbers into empty fields for easier play. *default: true*

```
#ttd.tictactoe(
    helper: false
)[...].field
```

helper: true			helper: false		
✖	✖	3	✖	✖	
4	5	●			●
✖	●	●	✖	●	●

♦ What `tictactoe()[]` returns

The function `tictactoe[]()` returns three parameters all the time:

- field** the current playing field in a `#box(. .)` environment. Gets updated automatically to the current state. Only the steps up until a winner is determined are rendered. After that helper numbers are removed and the game is essentially locked.
- winner** once the game is complete, the winner player's icon is returned **or** in case of a draw "draw" is returned. In other cases, `none` is returned.
- current** the current player's turn. The respective icon is returned.

This should be enough to for example build *Ultimate TicTacToe*.