ReadMe
Yogesh Parihar's
Tic Tac Toe Game

You can play this game in android in Portrait Mode Aspect Ratio (9:16)

You can find all the Scripts in the Assets→Script folder in unity
Game art in the Assets→Art folder
Sounds in the Assets→Sounds folder
Prefabs in the Assets→prefab folder

The Main Script which is doing all the Game Logic stuff is GameLogic.cs

This is my Instantiate Logic –

I am instantiating the X and O on the touch Position inside the Grid

/*
   Instantiate X-O Logic

      -We will instantiate X or O based on the value of i
      -If i is even we will instantiate O on touch position inside the Tic Tac Toe Grid Only
      -If i is odd we will instantieate X on touch position inside the Tic Tac Toe Grid Only
*/

```
25
26    /*
27        Instantiate X-O Logic
28
29            -We will instantiate X or O based on the value of i
30            -If i is even we will instantiate O on touch position inside the Tic Tac Toe Grid Only
31            -If i is odd we will instantieate X on touch position inside the Tic Tac Toe Grid Only
32    */
      1 reference
33  > private void InstantiateWhenTouch()···
```

The Win Logic –

/* Win Logic

      -We are storing the position of the X and O in the List PosVec_X and PosVec_O list
variables respectively
    -Then we will check if the list contains wining positions or not
    -If it contains Then We Will activate the Win Panel
    -If it doesn't contain then We will activate the TiePanel

*/

```
/* Win Logic

    -We are storing the position of the X and O in the List PosVec_X and PosVec_O lists variables respectively
    -Then we will check if the list contains wining positions or not
    -If it contains Then We Will activate the Win Panel
    -If it doesn't contain then We will activate the TiePanel

*/
    1 reference
    private void WinLogic_X() ...

    1 reference
    private void WinLogic_O() ...
```

TIE Logic –

If none of the win conditions are true Then there is only one possiblity i.e. TIE
/*
   Tie Logic

      -First We check all The win conditions
      -If no win condition was true then we are declaring the game is TIE

*/

```
/*
    Tie Logic

        -First We check all The win conditions
        -If no win condition was true then we are declaring the game is TIE
*/
    1 reference
    private void TieLogic() ...
```

The resetting script
ResetGame.cs
I am just reloading the scene to reset the game
```
public void Reset(){
        SceneManager.LoadScene(0);

    }
```

BONUS
I have also added the following functionality
Playing Sound when RESET button is clicked–
```
public void PlayTheClickSound()
    {
        audioSource.PlayOneShot(audioClip);

    }
```

Also added background Sound
And added the Animations

I hope You will Like the Game