

CS 8, Winter 2015
Homework Assignment #? (draft)

Assignment Overview
























This project asks you to do simple game design using Python classes.

Project Specifications

You are to implement the tic-tac-toe game, with the computer (your program) playing against a human player (mostly likely you). The game board should be a 4 by 3 grid with three buttons at the top: left: a game status window (not clickable), middle: a new game button (erase and reset the board), and right: a quit button. The bottom 3 by 3 grid is for game playing.

Welcome!	New Game	▶ Quit

You should let the human player ('o') go first and the computer ('x') go second. Some game states are shown below: (a) and (b) intermediate game states, (c) a tie, and (d) a computer win. Note that if you code your game logic correctly, your program cannot lose!

Welcome!	New Game	Quit	Welcome!	New Game	Quit
					
					
(a)			(b)		
 No more moves!	New Game	Quit	 Sorry! You lost	New Game	Quit
					
					
					
(c)			(d)		

Deliverables

The deliverable for this assignment is the following file:

tic_tac_toe.py – the source code for your Python program

Be sure to use the specified file name and submit it for grading via the **turnin** system before the project deadline.

Assignment Notes:

There is only one callable function board() that takes no argument.