CS 8, Winter 2015

Homework Assignment #? (draft)

Assignment Overview

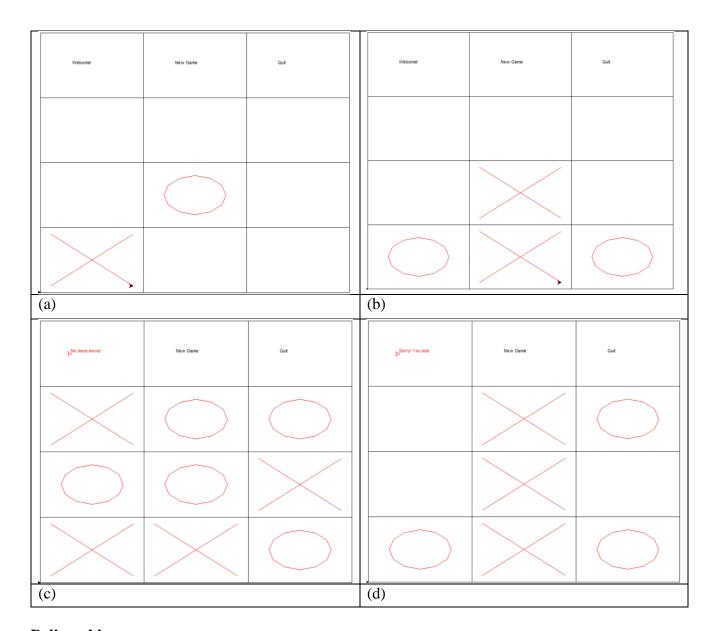
This project asks you to do simple game design using Python classes.

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	→ ^{Cuit}

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!



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.