ABSTRACT

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DEVELOPMENT OF A TIC TAC TOE GAME USING THE PYGAME MODULE BASED ON PYTHON
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(xii + 41 + Appendix)

Games are applications commonly used extensively in everyday life, typically played by children as a means of entertainment to relax the mind and fill leisure time. Computer game applications represent a form of multimedia development primarily used for entertainment; however, they are now being developed to train players' brain motor skills. Python is one of the popular high-level programming languages today. The construction of Python programming language and its object-oriented approach aim to assist programmers in writing clear and logical code for projects of small, medium, or large scale. Tic Tac Toe is basically a paper and pencil game for two players, X and O, who take turns filling a 3x3 grid. In this Scientific Writing, the author will create a simple Tic Tac Toe game using the Python programming language. In this Tic Tac Toe game, it must be played by 2 people alternately with the goal of achieving victory when all the boxes on the game board are fully filled without any time constraints for filling the boxes. If all the boxes are filled, the game can be restarted by pressing the space button. Tic Tac Toe games generally offer two options: playing against the computer or playing with a friend in multiplayer mode, taking turns to fill the game board.

Bibliography (2017-2021)