

Each group has been given a GitHub repository `cs360f14/PythonTicTacToe-Group-#`

Your group needs to build a Tic Tac Toe game!

You must use classes, unittests for each class, and PyDoc. There is probably a good spot to use an Exception or two also. Adhere to coding standards. Your project must have a good object oriented design.

► Chadd is happy to review your design with your entire group before you start.

Your game must:

- 1) Allow the user to set his or her name
- 2) Allow the user to select to play against an easy or hard computer player before each game
- 3) Offer the user the ability to play again after a game is over. When playing multiple games in a session, the first player should alternate between the user and the computer player.
- 4) Keep a running tally of the user's wins, losses, and draws during the play session. Display this data after each game.
 BONUS: Write this data to a file and add to this data if the same user plays again! Note you need to be able to track data for multiple players

5) Draw a simple board on the screen and ask the user for input. An *example* is shown.

BONUS: Use the **curses** module to make a nice text interface.

<https://docs.python.org/3/library/curses.html>

https://github.com/cs360f14/PythonExamples_Lectures for Python examples!

```

      1   2   3   x
1  . | . | .
  -----
2  . | . | .
  -----
3  . | . | .
y

X? 1
Y? 

```

<p>Coding Standards comments (PyDoc) Tabs: 4 spaces Use branches in GitHub</p>	
<p>Pull Requests Reviewed before accepted</p> <p>Each team member produced. reviewed, resolved</p> <p>Team member 1 _____ _____ _____</p> <p>Team member 2 _____ _____ _____</p> <p>Team member 3 _____ _____ _____</p>	
<p>Object Oriented Design</p>	
<p>Classes are used and implemented correctly</p> <p>variables are marked private</p> <p>inheritance is used</p>	
<p>BONUS: write win/loss/draw totals to file</p> <p>BONUS: use curses</p>	
<p>Easy computer player works</p>	
<p>Hard computer player works</p>	
<p>unittests are provided for the classes</p>	