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

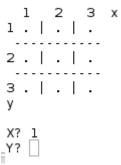
3) Offer the user the ability to play again after a game is over. When playing multiple games in a session, the first player should alternate between the user and the computer player.

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 <i>example</i> is sho	wn.	
BONUS: Use the curses module to make a nice text interface.		1
https://docs.python.org/3/library/curses.html	1	•

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



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