

**VISVESVARAYA TECHNOLOGICAL UNIVERSITY,
BELAGAVI - 590 018**



Mini Project Report

On

“TIC TAC TOE GAME APPLICATION”

A report submitted in partial fulfillment of the requirements for

MOBILE APPLICATION DEVELOPMENT LABORATORY (18CSMP68)

in

COMPUTER SCIENCE AND ENGINEERING

Submitted by

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Under the Guidance of

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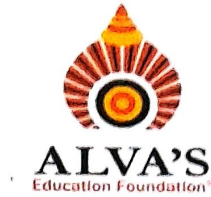
ALVA'S
Education Foundation

**DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING
ALVA'S INSTITUTE OF ENGINEERING AND TECHNOLOGY**

MOOBBIDRI-574225, KARNATAKA

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ALVA'S INSTITUTE OF ENGINEERING AND TECHNOLOGY
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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING
CERTIFICATE

This is to certify that the Mini Project entitled **"TIC TAC TOE GAME APPLICATION"** has been successfully completed by

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in the partial fulfillment for the award of Degree of Bachelor of Engineering in Computer and Engineering of the Visvesvaraya Technological University, Belagavi during the year 2020-2021. It is certified that all corrections/suggestions indicated have been incorporated in the report. The Mini project report has been approved as it satisfies the academic requirements in respect of Mini Project Work prescribed for the award of Bachelor of Engineering Degree.

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TIC TAC TOE GAME APPLICATION

ABSTRACT

Tic Tac Toe android app is a two players game, where each player will get a chance one after the other. This game will be having a grid of 3 X 3 with a total of 9 cells. The players are supposed to fill each cell alternatively. The Player one would need to fill the cell with 'X' and the player will use 'O' to fill the cells. If the move by a player makes a straight set (horizontal, vertical or diagonal) of three x's or three o's then that player is declared as winner. Our application will have a grid with 9 boxes or cells. It will display who's turn it is, it'll also have scoreboard. Once the game is over the app will declare who is the winner in this game. So, this android application game will be developed using the Android Studio. To develop This Android application in Android Studio, we need knowledge of Java Programming in Android Studio. XML will be used for the development of the user interface for the application and Android Virtual Device is used to check and test the functionality of our application.