

## ▯ Rules

Tic - tac - toe is a two-player, pen-and-paper game, in which each player has a sign associated: X or O. Players mark, in turn, a cell from a 3 by 3 grid with their corresponding sign. The player that manages to mark 3 adjacent cells first, whether horizontally, vertically or diagonally, is declared winner.

Anjo Tic - tac - toe allows you to play against the computer, on two difficulty levels, on 3 by 3, 5 by 5 and 7 by 7 grids. When playing in 5 by 5 or 7 by 7 grids, the purpose is to mark 5 or 7 cells, respectively, in a horizontal, vertical or diagonal line.

## Menus

Navigation is consistent throughout all menus: use the up and down arrows to cycle through the list of menu items and press Enter to select an option. When in a submenu, you can return to the previous menu by pressing Escape.

## Main menu

The main menu is displayed upon starting the program and can be accessed during play by pressing Escape.

Two options can be chosen from the main menu:

- New game
- Exit

By choosing New game, the Difficulty menu is displayed.

### **Difficulty menu**

This menu allows the selection of the difficulty level. The options are:

- Easy
- Difficult

After choosing either option, the Grid menu is displayed

### **Grid Menu**

This menu allows you to choose one of the 3 predefined grid sizes:

- 3 by 3 grid
- 5 by 5 grid
- 7 by 7 grid

After choosing the desired size, the Sign menu is displayed.

## Sign menu

This menu allows you to choose which letter you want to play: X or O.  
Choosing either option starts the game.

## Keyboard commands

**Escape** - shows the game menu.

**Alt + F4** - exits the game.

**Up, down, left, right arrows** - navigate between grid cells. For each cell, the game will announce the number of the line, the number of the column and whether that position is occupied by X or O.

**Space** - marks the current cell with the player's sign.

**P** - say current position: number of line, number of column and whether it's occupied by X or O.

**G** - say entire grid, line by line.

**C** - say current column - announce whether each cell on a column is occupied and who occupies it.

**L** - say current column - announce whether each cell on a line is occupied and who occupies it.

**O** - say own cells (cells marked by the human player).

**E** - say enemy cells (cells marked by the computer).