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**BT01 – Self-evaluation**

4/1/2020

1. **Completion:**
   1. Rewrite Board to use two loops to make the squares instead of hardcoding them. Who having five consecutive squares will win: 4 points. - Done
   2. When someone wins, highlight the three squares that caused the win: 3 points. - Done
   3. When no one wins, display a message about the result being a draw: 3 points. - Done
2. **Evaluate:**

Although all requirements are met, the game itself is not memory-friendly due to horrendous space complexity. This space complexity inflation causes by using dynamic programming in order to make ease for the winner-checking process.

Thankfully, the game works as intended.

1. **Conclusion:**

10 points