

Task 13 - Surrendering

1. Identify the functions that will require modification to make it possible to surrender during the game. Explain why each function will require modification.

The function used to display the option menu will need to be changed so that the user can see that they have the option to surrender.

The function used to make the selection will have to be changed so that when it receives the option entered by the user it can surrender

PlayGame() needs to be altered in order to find out whose turn it is and display a message based on who's turn it was when the surrender option was selected