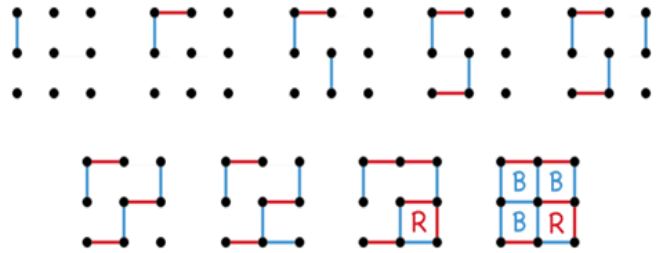


Boxes & Squares

A two players' game where each player takes a turn alternately to draw / put a line between any two dots among several in a grid.

Once a player closes a box, that player is allowed an extra turn.

The player who closes (Marks) more boxes than the other wins!



Implementation using SFML:

- Vertical and horizontal line spaces are drawn separately (due to difference in number).
- Grid size is 5X5 (dots).
- A dim line appears when hovering between any two points.
- A player is allowed to close two squares at the same time with one move if the chance allows it.
- Players' scores are maintained at the bottom of the game's screen.

