**Code cleanup – Overview**

gameboard.cpp

* Changed the second variable of the for loop to ‘y’ (line 93-109)
* Changed spacing in class ‘CustomItem’
* Deleted old comments (line 87)
* Voidgamestart()
  + Added comments explaining the board drawing

gameboard.h

* Cleaned up line spacing (line 10-12)
* Fixed class ‘gameBoard’ spacing

Difficultylevel.cpp

* Added comments on:
  + A.I. difficulties
  + Logout button
  + Exit button
  + ‘Play’ button

Difficultylevel.h

-Added spaces and comments to the function prototypes

gamemode.cpp

* Added comments on game options functions
  + Destructor
  + Added comments on all ‘if’ / ’else-if’ statements

gamemode.h

* Fixed class spacing

gameoption.cpp

* Explained the functionality of when player vs. A.I. is selected
  + Added comments to ‘if’ statements for A.I.

gameoption.h

* Fixed constructor spacing
* Fixed function prototype spacing

Loginscene.cpp

* Fixed constructor spacing
* Added login scene comments fixed spacing
  + Added comments on query
  + Added comments on database
  + Added comments on ‘if-else’ statements
* Added comments to database connection
  + Determines if user successfully logs in or not
  + Then opens the ui form for gamemode option

Loginscene.h

* Fixed constructor spacing, and constructor prototype

Main.cpp - No changes

Maintictactoe.cpp

* Deleted comments on constructor
* Fixed spacing and added comments on quit button function
* Login button function
  + fixed spacing and deleted old comments

maintictactoe.h

* Fixed constructor spacing
* Added comments on function prototypes
* Deleted old database functionality class

Playergamemdoe.cpp

* Fixed spacing on constructor
* Added comments to ‘if-else’ statements
* Added comment on help button
* Refactored slot for ‘playasGuest’

Playergamemode.h – fixed spacing and added comments on prototypes

Regristrationscene.cpp

* Fixed constructor spacing
* Sign up button slot functionality
  + Fixed comments on ‘if-else’
  + Fixed spacing

Registrationscene.h – fixed spacing and added comments on function prototypes

Resetpassword.cpp

* Added comments to the ‘if-else’ statements
  + Fixed spacing in these statements

Resetpasssword.h

* Fixed constructor spacing