This is a Homework for CSE241 Object Oriented Programming course.

Homework is a game called Hex. I used C++11 to develop this game I didn’t implement any class or any Object Oriented design for this project yet.

To build the project:

* Open the console
* Go to the project file
* Type make

This will compile and link file and execute the output.

How to Play:

* First Choose the Game Size (Minimum 8, Maximum 12)
* Then Choose you Opponent(0 for AI 1 for Player 2).
* Whenever is your turn make your move.
* TRY TO WIN.

Some BUGS to mention:

* There is a bug for AI if you block its way to move left or right. It stucks and doesn’t make a move