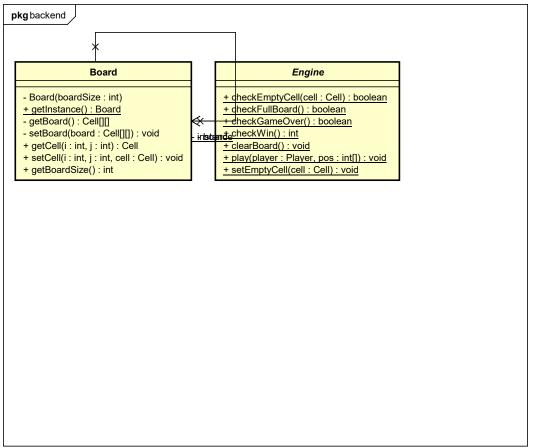
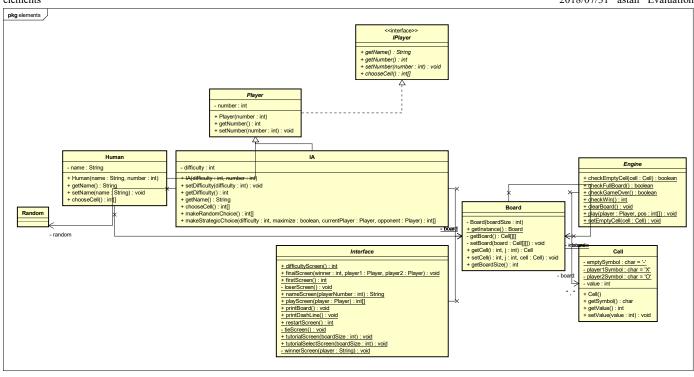
Game 2018/07/31 astah* Evaluation

pkg tictactoe	
Game	
+ startGame(gameMode : int, difficulty : int) : void	

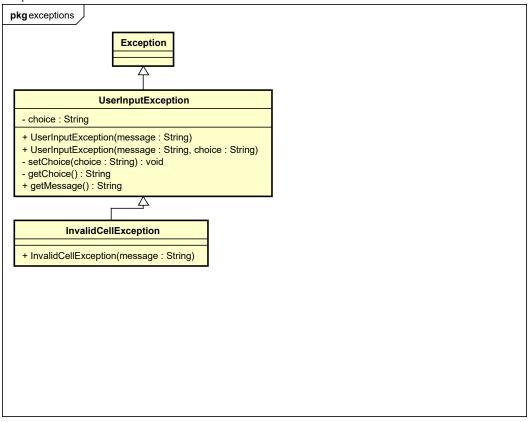
backend 2018/07/31 astah* Evaluation



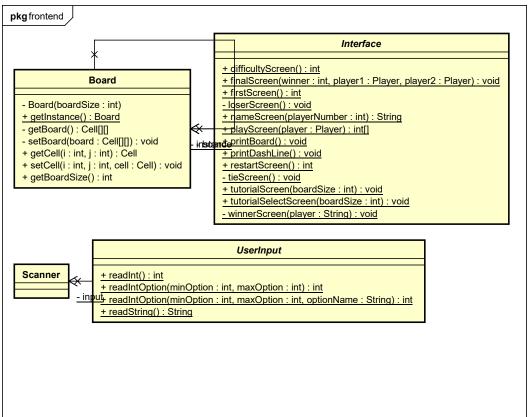
elements 2018/07/31 astah* Evaluation



exceptions 2018/07/31 astah* Evaluation



frontend 2018/07/31 astah* Evaluation



tictactoe 2018/07/31 astah* Evaluation

