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| --- | --- | --- |
| Name | Data Type | Usage |
| GridSize | int | Static constant, part of GameGrid class, which will define the dimensions of the grid. Initially, this will be set to , in order to generate a grid. Grids of variable sizes can be generated by changing the value of this constant |
| playerName | string | This is to store the player’s name |
| playerLetter | string | This is to store the player’s letter |

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