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## 2-Dimensional Tic-Tac-Toe Game

### Current Progress:

We currently have a template setup for the board of tic-tac-toe. We implemented to accept both integers as well as another template. The plan is to create the board of the game using boards of type char within a board. The values at each position in the board will be defaulted to null and once a player can place their mark there the value at that position will be updated to their player number: '1' or '2'. Each implementation of board has a checkwin() function which in the case of the top level board will call checkwin() on the sub-board which will in turn run through all the combinations of possible win scenarios returning null if no winner else the char that corresponds to the winner. This behavior will be replicated on the upper level board too.

```
template <class T> class TTTBoard {  
    private:  
        T info[3][3];  
  
    public:  
        TTTBoard();  
        TTTBoard(T init[3][3]);  
        T retPos(int x, int y);  
        bool setPos(int x, int y, T value);  
        char checkWin();  
        void printBoard();  
}
```

### Plans:

The code that we have is much of the tic-tac-toe part of the program. What remains is the creation of code to set the positions within the board as well as the creation of the UI for getting what position to set. As we stated our project plan we are going to be using QT, an external library for doing graphs, which quite popular and has several how-tos. Overall we believe that we are on track and are looking forward to exploring C++.