

How to run the application

- First open the project file and then there will be an application file with .exe extension. Open that and the game will start, and the results will be displayed in the terminal.
- Project file includes gameFiles which basically contains all the libraries and fonts needed for the execution of the application.
- Project file also contains source code and two dll files (**whose renaming was not possible because otherwise the application would not start**) necessary for running the application.
- The following line of code was used in the terminal to compile the program.

```
g++ Tick_Tac_Toe.cpp -o Tick_Tac_Toe.exe -IGameFiles/includeSDL/SDL2 -  
IGameFiles/includeTTF/SDL2 -LGameFiles/libSDL/lib -LGameFiles/libTTF/lib -ISDL2 -ISDL2_ttf
```