# Workload Distribution

## Uswa Imtiaz:

1. **Game Logic:**

This includes functions for checking the game state (win, draw, or ongoing), handling player moves, and updating the game board. They can create the data structures and algorithms necessary for the game to work.

1. **Input Handling:**

Handling user input, ensuring that the program accepts and processes player moves correctly, etc…

1. **Winning Scenario:**

Create the code to check for winning scenarios (e.g., rows, columns, and diagonals) and declare a winner when appropriate.

1. **Graphics:**

Adding graphics to the game, to make it visually appealing.

## Syeda Marriam Azhar:

1. **Turn Management:**

Turn management includes keeping track of whose turn it is and displaying messages like "Player X's turn" or "Player O's turn."

1. **End of Game Handling:**

End of the game includes announcing the winner, declaring a draw, and providing options for starting a new game or quitting.

1. **Testing and Debugging:**

Testing and debugging are critical stages in software development. Testing involves various types of assessments to ensure the software functions correctly, while debugging is the process of identifying and fixing issues in the code.

1. **Graphics:**

Adding graphics to the game, to make it visually appealing.