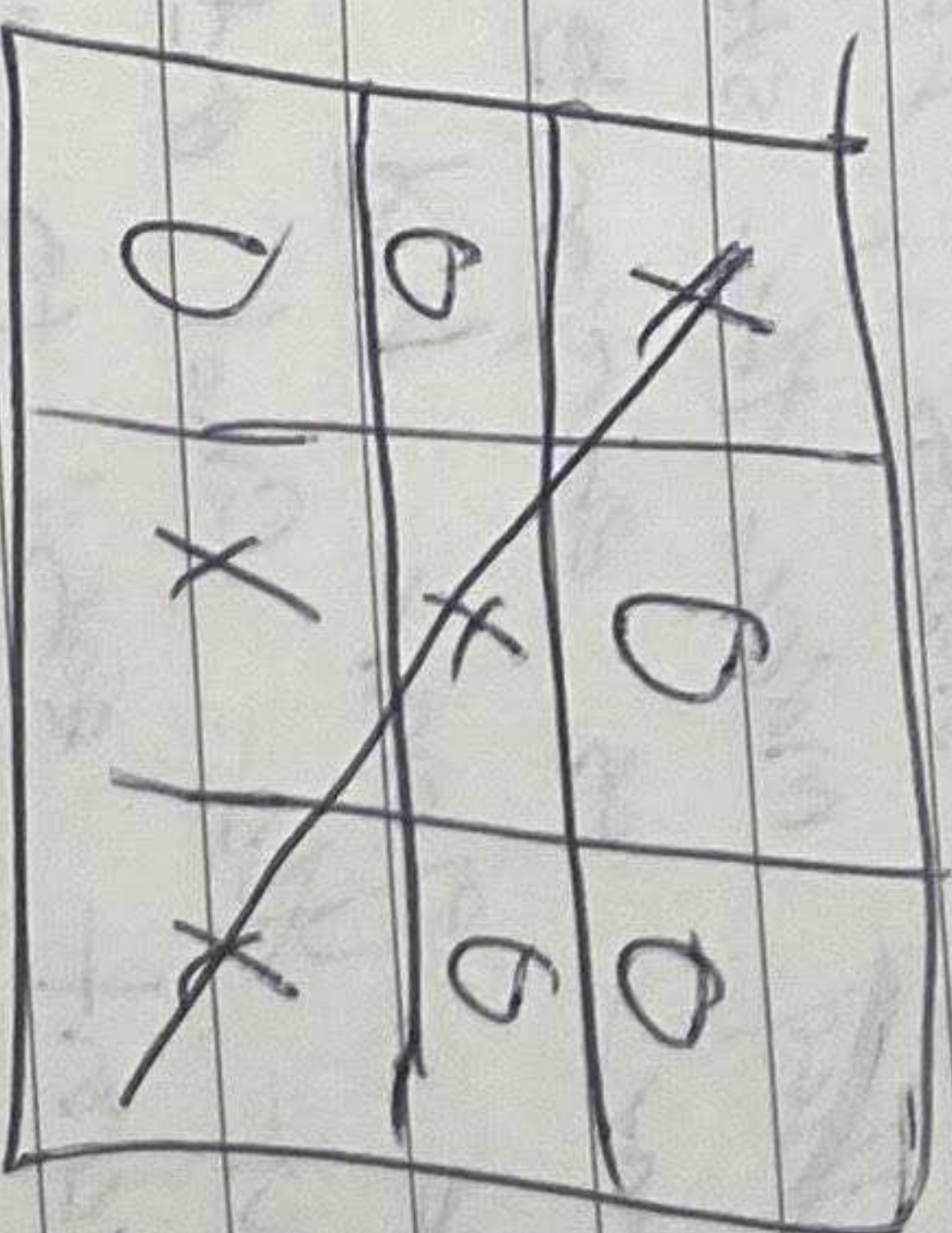
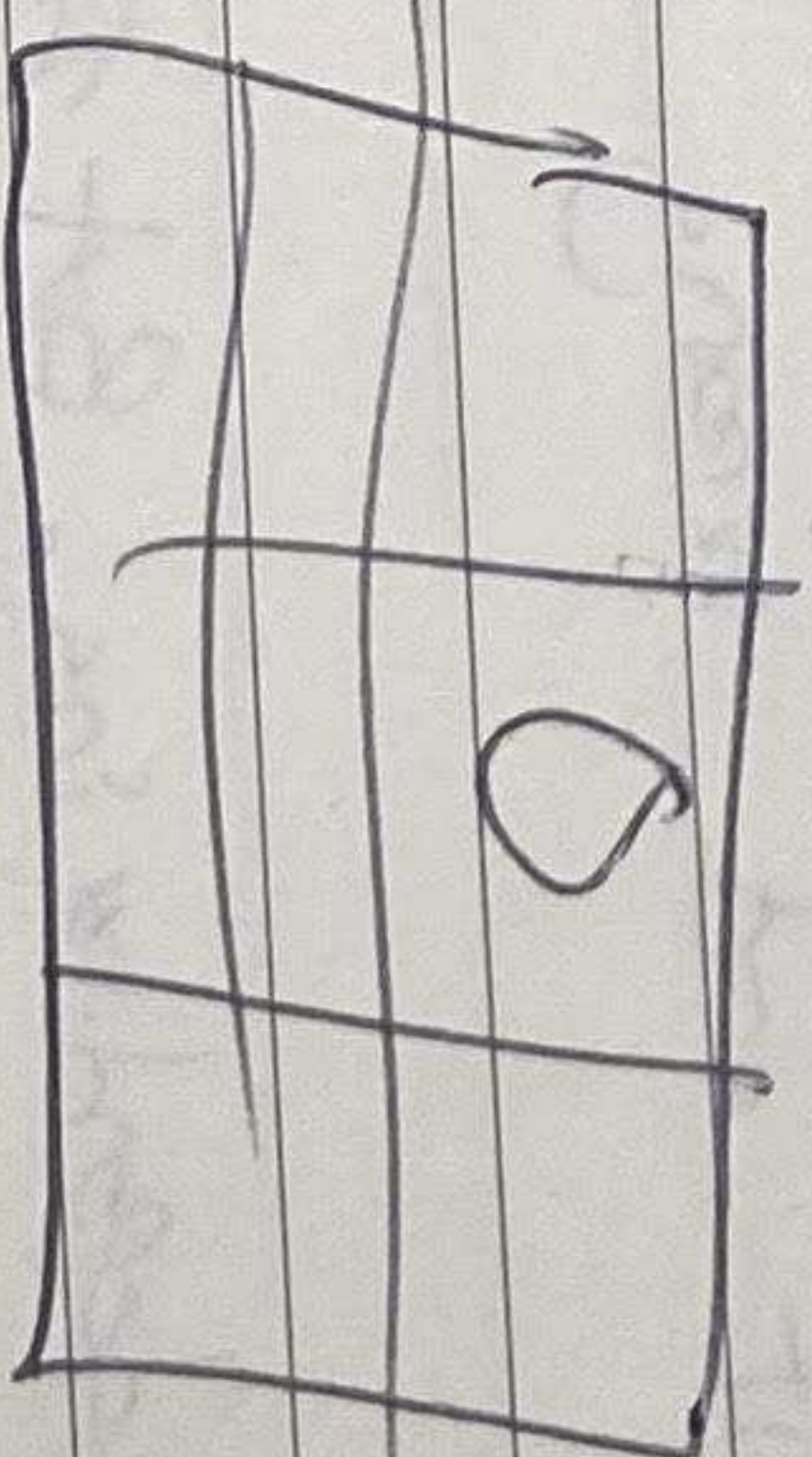


Process work:

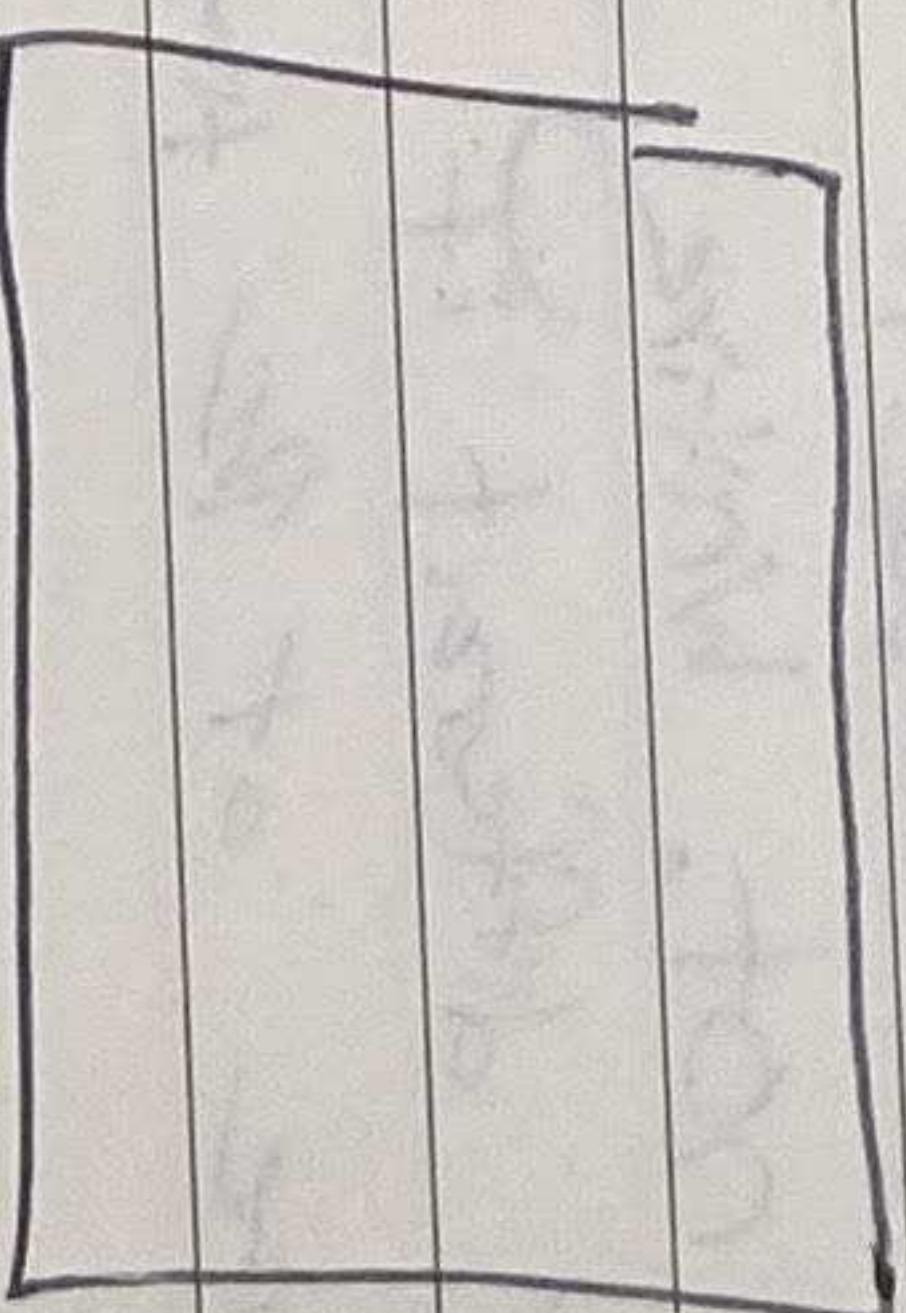
During the process of fix for, prepared when a player interacts with the board, it plays sound.



play sound when player wins and when a player loses



play sound when player places a symbol



play sound when player starts up game

Problems:

- could not find proper mp3 files for game.
- sounds were not able to be called from the

Main function

- ~~could~~ could not find proper way to load order of sounds.

what to have a commit

Commit:

- creates new class to send data
- creates sound effects per 5 seconds