/u/c/gillja45/ece244/lab2\_release/src/tic-tac-toe/playMove.cpp=/u/c/gillja45/ece244/lab2\_release/src#-c /u/c/gillja45/ece244/lab2\_release/src/tic-tac-toe/playMove.cpp -o ../build/OBJ/debug/tic-tac-toe/playMove.o -std=c++14 -ggdb -Wall -Wextra -pedantic -I . -I /share/copy/ece244f/assignments/src/ -isystem /share/copy/ece244f/SFML-2.4.2/include

/u/c/gillja45/ece244/lab2\_release/src/tic-tac-toe/main.cpp=/u/c/gillja45/ece244/lab2\_release/src#-c /u/c/gillja45/ece244/lab2\_release/src/tic-tac-toe/main.cpp -o ../build/OBJ/debug/tic-tac-toe/main.o -std=c++14 -ggdb -Wall -Wextra -pedantic -I . -I /share/copy/ece244f/assignments/src/ -isystem /share/copy/ece244f/SFML-2.4.2/include