



Best Game When Bored

Biggest Challenges

- Arrays?!?
 - Navigating is hard

- Getting everything working together

```

1 require 'io/console'
2 require 'colorize'
3 require 'tty-prompt'
4 require 'artii'
5 require 'bar-of-progress'
6 require_relative "user_creation.rb"
7 require_relative "tutorial.rb"
8 require_relative "game.rb"
9 require_relative "board.rb"
10 require_relative "victory_screen.rb"
11 require_relative "main_menu"
12
13
14 start_game

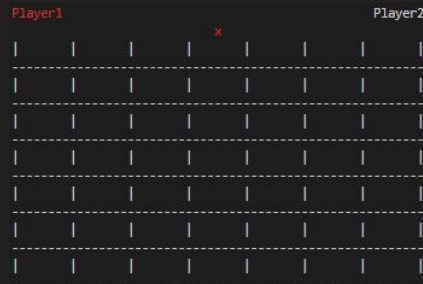
```

App Structure

- Greeted by main menu, allowing you to navigate to options:

- Play

- User creation
- Board



- Tutorial

- Rundown of game

- Quit

- Thank you message with gem artii



Play (main gem)

```
require 'io/console'
```

```
case STDIN.getch()
```

```
  when "a"
```

```
  when "d"
```

```
  when "\r"  
    #enter key
```

```
  when "q"
```

```
  when "w"
```

Player wins

```
So who won?  
Dont worry if you lost, we wont rub it in :)  
(Use ↑/↓ arrow keys, press Enter to select)  
➤ Player 1  
  Player2
```

Gem 'tty-prompt'

```
Player 1s The Winner  
Player 2s The Winner  
Back To Menu? (Use ↑/↓ arrow keys, press Enter to select)  
➤ Yes
```

Gem 'artii'

Future Features

- Things I would have liked to add if I had more time
 - Automated win system
 - Wins
 - Diagonal
 - Horizontal
 - Vertical

Experience

- First assessment I have ever had fun doing and put in more work than necessary
- Shows how fast you can learn new skills
- Overall proud of what I made and can't wait to learn more :)