Sprint 2
https://github.com/JuanGamez79/CS449HW1.git

User Story ID and Name	AC ID	Description of acceptance criteria	Status (completed,toDo,inProgress)	Method Names
Choose a board size	1.1	AC 1.1 Show board size selection Given the start screen is visible When the player selects board size Then the UI must show that it has accepted the input	Completed	
	1.2	AC 1.2 Create grid with size n Given the player has input the size of the the board When a new game starts Then a board the size n*n will show with empty squares		
Choose the game mode of a chosen board	2.1	AC 2.1 Show buttons for modes Given the start screen is visible When the player selects the game mode Then the game mode selected is the only one applied	In Progress	
	2.2	AC 2.2 general game is chosen Given player chose general game mode When a new game starts Then the rules for general games are applied		
	2.3	AC 2.3 Simple game is chosen Given player chose simple game mode When a new game starts Then the rules for general games		

		are applied		
Start a new game of the chosen board and game mode	3.1	AC 3.1 New game Given the input for board size and game mode When the player clicks play game Then the board shows up with all empty squares and correct size and rules	Completed	
Make a move in a simple game	4.1	AC 4.1 Valid selection Given its the players turn in simple mode When the player selects an empty square Then the correct symbol 'S' or 'O' will appear where selected	Completed	
	4.2	AC 4.2 Invalid selection Given its the players turn in simple mode When the player selects an occupied square Then the UI will show that it can not place a symbol there and wait for valid input		
A simple game is over	5.1	AC 5.1 Winner Given a simple game as started When a move spells out "SOS" Then the game ends and UI announces winner	To do	
	5.2	AC 5.2 TIE Given a simple game has started When all sqaures are filled with no "SOS" spelled out Then the game ends and UI announces a TIE		
Make a move in a general game	6.1	AC 6.1 Valid input Given it is the player's turn in general mode When the player selects an empty square and places an S or O Then the symbol appears, and the system checks for any new SOS sequences, updating the score if found.	To do	
	6.2	AC 6.2 Invalid input Given it is the player's turn in general mode When the player selects an occupied square Then the UI shows that the move		

		is invalid and waits for valid input.		
A general game is over	7.1	7.1 Winner Given a general game has started When all squares are filled and one player has more SOS sequences than the other Then the game ends and the UI announces the player with the highest score as the winner.	To do	
	7.2	7.2 Tie Given a general game has started When all squares are filled and both players have the same number of SOS sequences Then the game ends and the UI announces a TIE.		

Choose a board size is tested in the start screen where im able to input a number 3 - 10 and its generates a grid based on that number
 Choose the game mode of a chosen board: Is tested by the top left buttons that allow to choose either simple or general game.
 Start a new game of the chosen board size and game mode: When clicing the start buttont he grid shows up

 Make a move in the games: althgouh rules are not implented yet, I am able to make a move succesfully