Kaden Franklin

For this project I attempted to make TicTacToe with a GUI. Unfortunately my code doesn’t actually run. I thought I could use several different panes and display corresponding shapes in the pane that a player clicks on. I don’t know what exactly is causing it not to run, but I think it is because I can’t have several different panes in one scene. I didn’t give myself enough time to find another way around this problem.