#ifndef \_\_GAME\_\_

#define \_\_GAME\_\_

#define ROW 3

#define COL 3

#include<time.h>

#include<stdlib.h>

#include<stdio.h>

#include<string.h>

#include<windows.h>

//#include <QtCore/QMetaObject>

void speak(char\* word,int sz);

void menu\_begin1();//剧情模式菜单

//void menu\_begin2();//正常模式菜单

void start\_word();

void game1();

void restart\_board(char board,int,int);

void display\_board(char arr);

void playermove(char arr,int ,int);

void computermove(char arr,int,int);

void exit();

void menu\_exit();

void begin\_word();

void begin\_speak();

int route\_selection();

#endif