**Documentation Tic-Tac-Toe (Leona & Fabiano)**

**28.08.2023**

We looked for a lot of information about our Project. We weren’t sure what we were going to do, since it is our first-time programming something. On YouTube we found some good Tutorials, which could help us, and we want to try to use one (or more) of these. We found a YouTube tutorial video, where we took some inspiration out of it. We also found a text, where everything is explained. Our goal is not to copy 1 to 1 the tutorial and to not understanding it, our goal is to understand the different functions of C and how the game could look with the right blocks and functions. We started with creating a new folder and a new file where we could write our program on it. The first step then was to start the C program and include a “package” to start using important functions and to start programming.

**Links:**

<https://www.youtube.com/watch?v=_889aB2D1KI>

<https://betterprogramming.pub/programming-tic-tac-toe-in-c-6ba4b6965ba3>

**04.09.2023**

Today we started working on our project (the Tic Tac Toe game). We started with adding “stdio.h” to start programming and add important functions. After that, we added the main function, where we can write our program in. It is like the start of the program. Then we had to look on the internet, how other creators continued with programming the game. We had to get some inspiration at first, to know what the next step is. After that, we declared and initialized variables for the input off the player. We couldn’t work our full 4 lessons on it, since we had some inputs from our teacher and some other things to do, like our timetable and GitHub.

Link:

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