Description

X-O game is a fun, traditional, and online browser game where you have to use your own strategies of placing 3 marks in a horizontal, vertical, or diagonal row. To win, you must be the first to get three of your marks in a row.

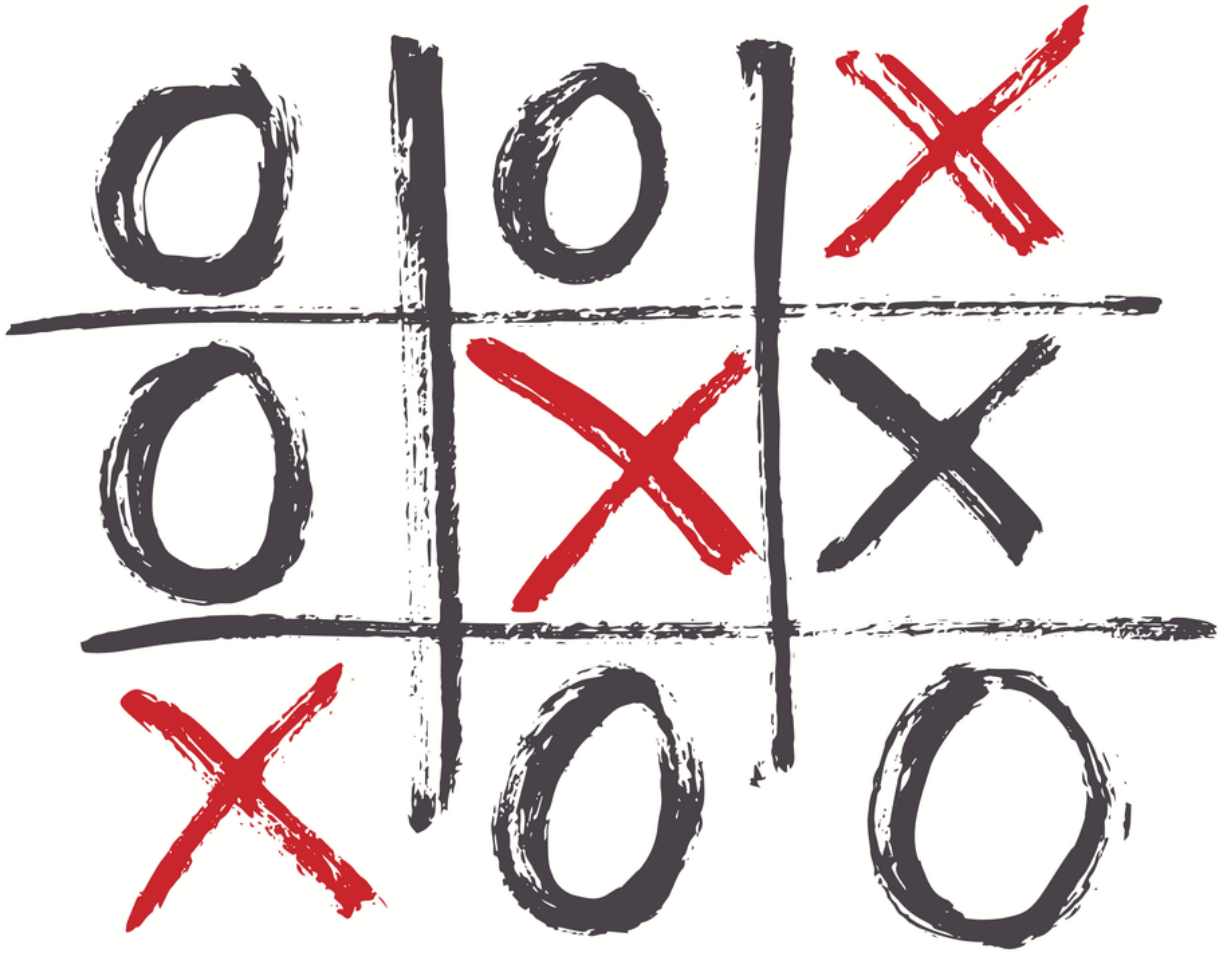

Figure1: X-O Game Board

Detailed Requirements

Requirement	Description	What to Delive
Implement and draw your board	1. 1. A board will be initialized with numbers from **1 to 9**, which state each position number 2. Implement draw board function - Use this prototype **void drawBoard(uint8_t *board);** - This function will take a board as an input and prints it on the console 2. Implement update board function - Use this prototype **void updateBoard (uint8_t *board, uint8_t position, uint8_t value);** - This function will take the board, position to update and value to set in this position	Deliver these two functions as request and without changing their prototypes
Implement Players Config	1. Only two players (**Player 1** and **Player 2**) 2. Implement the get player symbol function - Use this prototype, **uint8_t getPlayerSymbol(uint8_t playerNumber, uint8_t * symbol);** - This function will take the player's number and asks the player to choose between X and O (**case insensitive**) - This function will **return 0** when the input symbol is not wrong and/or was not chosen before - This function will **return 1** when the input symbol is wrong and/or was chosen before 3. Implement set player config function - Use this prototype, **void setPlayerConfig(uint8_t *configArray);** - This function will prompt and asks each user about their preferred symbols and saves it in the configArray	Deliver these two functions as request and without changing their prototypes
Implement selected player move	1. Implement load and update function - Use this prototype, **void loadAndUpdate(uint8_t playerNumber);** - This function will take the player's number then load his config, ask him for the position then updates the board	Deliver this function requested and witho changing its prototyp

Requirement	Description	What to Delive
Implement winning condition check	1. Implement a function to check if there is a winning, draw, or continue playing. - Use this prototype, **void getGameState(uint8_t *board, uint8_t *gameState);** - This function will check after each move if there is a win, draw or continue playing. - Returns 0 for winning - Returns 1 for a draw - Returns 2 to continue	Deliver this function requested and witho changing its prototyp
Implement the main flow	1. Implement the main flow according to your understanding of the game	Deliver the main func
Test your main flow	1. Test the main flow against the wrong symbol choice 2. Test the main flow against repeated symbol choice 3. Test the main flow against X player winning: - All Rows winning (3) - All Columns winning (3) - All Diagonals winning (2) 4. Test the main flow against O player winning: - All Rows winning (3) - All Columns winning (3) - All Diagonals winning (2) 5. Test the main flow against X player draw case at least three draw cases	- Deliver all your cod files - Deliver a video showing your execut for the test cases (video/test case)