**1. Gaming in the Field of Software Engineering**

In the fast growing field of software engineering and development and even more rapidly growing sector of game development the future is hard to predict. In general software project is a project focusing on the creation of software. Consequently, Success can be measured by taking a look at the resulting software. In a game project, the product is a game. But and here comes the point: A game is much more than just its software. It has to provide content to become enjoyable. Just like a web server: without content the server is useless, and the quality cannot be measured. This has an important effect on the game project as a whole. The software part of the project is not the only one, and it must be considered in connection to all other parts: The environment of the game, the story, characters, game plays, the artwork, and so on.

**2.**

While making a Tic Tac Toe game using C language, it is important to make use of**arrays**. The Xs and Os are kept in different arrays, and they are passed between several functions in the code to keep track of how the game goes. With the code here you can play the game choosing either X or O against the computer.