This document describes the purpose of the files included and how the game works.

- Q1 is the simple TicTacToe question.
- Q2 is Ultimate TicTacToe.
- TicTacToe.h and TicTacToe.cpp provide the definition and driving code of TicTacToe Class and GameEngine Class.
- saveFile.txt is used to store the save data.
- The "assets" folder contains all the sprites and audio files used in the game.

Simple TicTacToe Guide:

- Normal Provides you with a 3x3 board to play TicTacToe.
- In Custom mode, you input the size of board on the console and the game will start.
- In AI mode you play with an Algorithm. The fun part is, you cannot beat the AI mode.
- In Load mode, the previously saved game is loaded.
- At all times, reset and save buttons are present. Press reset if you accidentally click on a block.

Ultimate TicTacToe Guide:

- All the rules of Ultimate TicTacToe are followed, play with ease.
- A message of draw or win will be displayed accordingly.

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Note that you need SFML setup to play.