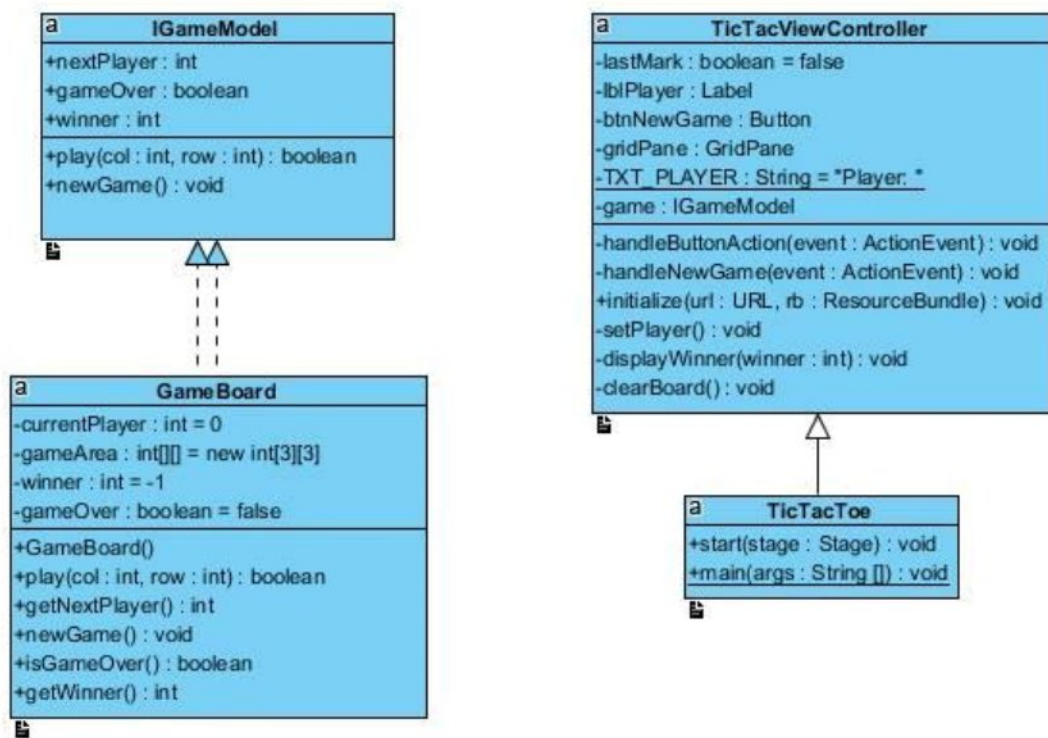


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## TicTacToe



In short the program is finished, although we didn't make an AI for we finished it up to the point of where all the test pass.

The only problem we still face is that after you start a new game the last symbol placed doesn't show up. But it's still placed but doesn't show up visually.

We used the `newGame()` function to write the function used to start a New Game, so the `GameBoard()` just calls the `newGame()`.

The `play` boolean created the `gameArea` and also found out the `currentplayer` so the `GetNextPlayer` just returns the `currentPlayer`.

We used the `isGameOver` to check if the game is over by looping through what rows and col have been filled by the players

The `isBoardFull` is used to check if the `GameArea` is filled and the `getWinner` to check the winner or if it's draw.