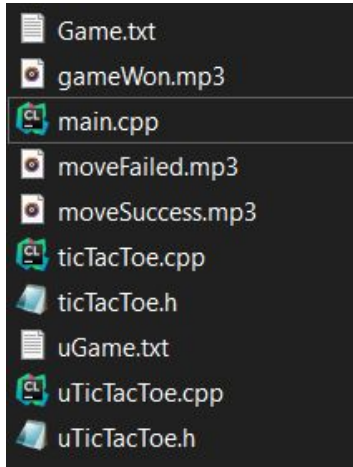


Console-based and Graphical Tic Tac Toe

This document describes the purpose of the files in the programs. i.e. Console-based TicTacToe & Graphical TicTacToe.



main.cpp → main program file.

Game.txt → saves game for simple tictactoe.

uGame.txt → saves game for ultimate tictactoe.

ticTacToe.cpp & .h → class definition for simple tictactoe.

uTicTacToe.cpp & .h → class definition for ultimate tictactoe.

**.mp3 files* → for in-game sound effects.

Instructions:

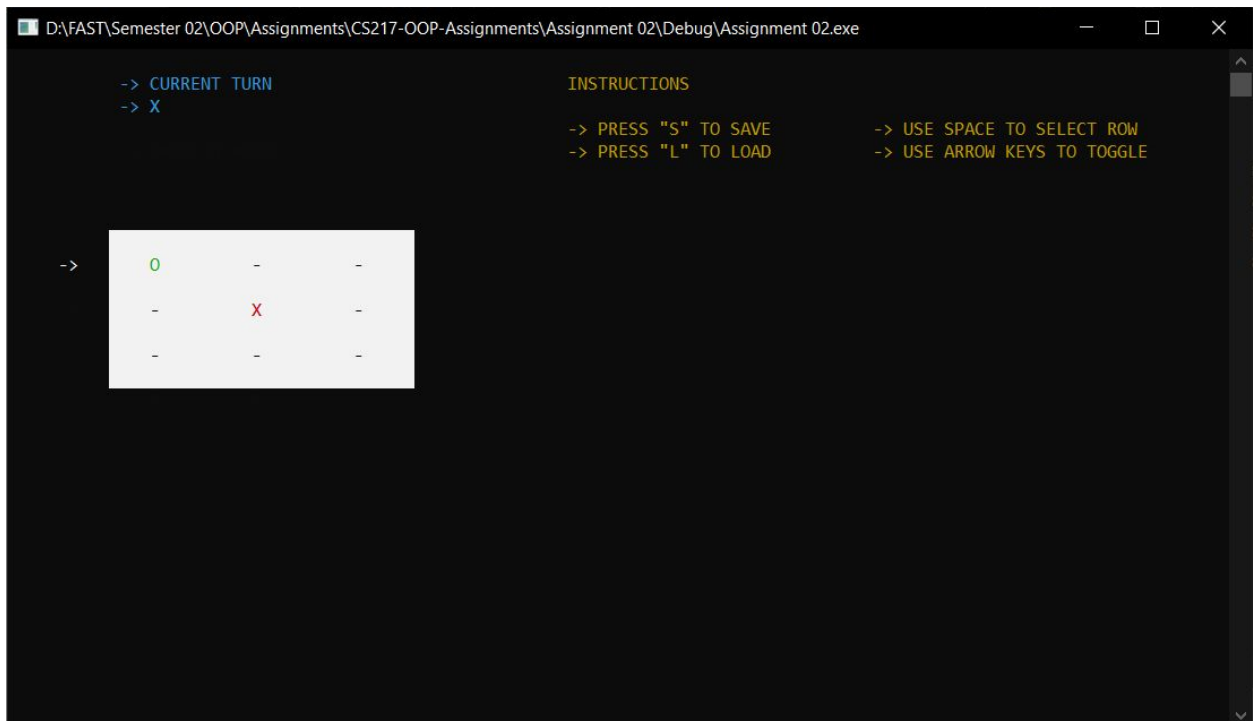
1. Use the **up** and **down** arrow keys to toggle in the menu and select your game mode!



2. Use the **right** and **left** keys to select the size.



3. Use the **up** and **down** key to make a choice for row, then press **Spacebar**. Use **right** and **left** key to select column in the same way.

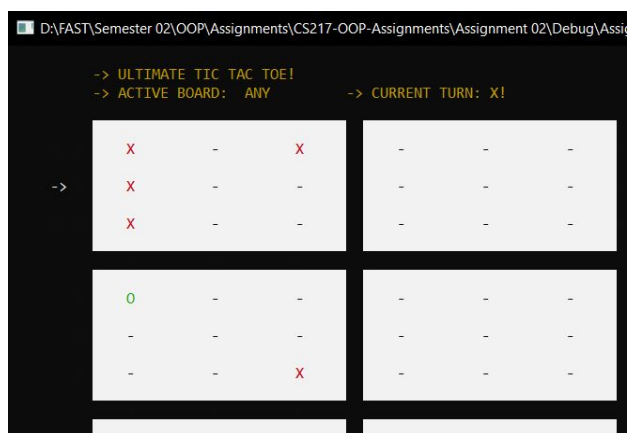


4. To **save** the game, press **S**. To **load** the game, press **L**. The game will be loaded from *Game.txt*. Note: *Game.txt* might have any previous game saved and might override the current game.

2A. In ultimate tic tac toe mode, use the angular bracket > on the side of the boards to select the row and columns in same procedure as simple tictactoe.



3A. When the game requires you to select a board, it will do so by using this arrow ->.



The saving and loading procedure is same for ultimate tictactoe as well. i.e. S for saving, and L for loading.

Thank you for reading. Contact me at pysaqib@gmail.com for queries.