Contributors and Specific Contributions:

      Ryan Burns -- Assisted with conceptualizing the framework and tictactoe functionality

      Rhys Sullivan -- Implemented the framework in code

Name of Framework and Link:

      ConsoleFW-https://github.com/RhysSul/IntroFWFinal.git

Overview of Framework:

      This framework supports displaying to a console specialized for board games, i.e tictactoe.

Framework Structure:

ConsoleFW

      include - Holds files to be included for use

            ConsoleFW - Holds the header files for the console framework functions

      project - General project files

            VisualStudio - Visual Studio specific project files

                  ConsoleFW - Framework project files

                  ConsoleFW-Demo - Demo project files

      source - Function implementations for the files in the include folder

            ConsoleFW -

            ConsoleFW-Demo -

Features:

All of the following functions are found in the ConsoleFW.h file in the include/ConsoleFW directory

      -Draw Board - Draws an NxM grid to be filled with a users board converted to string

      -Print Introduction - Prints a message to player to notify them of it being their turn

      -Prompt for axis input - Asks for input within a certain axis

      -Display error - Error handling messages

      -Printeneral Message - Standard cout functionality for when it is needed

      -Print Winner Message - Template message for winning a 2 player game

Future Plans:

This project could be expanded a fair bit. The functions are set up so that they can be improved over time without having to make many changes to the original code of tic tac toe, or any game. For instance, the draw board functionality could be changed to render to an image and display that on screen using the same raw inputs of grid size and character representation of the board. The display error message could be changed to print out the errors in a red colour if the console supported that. In terms of API changes, the print functions could return a char value instead of void and have that indicate an error state, in the event that the program is unable to draw to the console.