FINAL PROJECT REPORT

Game Design and functionality:

The overall game design is in a Tic Tac Toe, each corresponding area's (9) will have a value between 1-9 loaded as $t0-$t8 with the address index from 0-8($k0). As the game progresses, the program will check when it is a players turn. When a player enters a number for the corresponding area, the program checks to see if it is available. If available it will mark either X (ASCII 88) or O (ASCII 79) during player 1 or player 2's turn. If the area is not available, it will give error message and ask user to enter a different area. The game ends once all areas are filled or after 10 turns. At that point the board is done and program will check for any corresponding areas that contains the players symbol to determine winner. Will output winner or game has come to a draw.

$t0-$t8 and 0($k0)-8($k0)	used for board area and numbering
$s0	used to determine player's turn based on value of 1 and 0
$s1 and $s2	used for player 1(ASCII 88, X) and player 2 (ASCII 79, O)
$a1 and $s6	used for adding players symbol player 1(ASCII 88, X) and player 2 (ASCII 79, O)

Game Board:

The game board is created by a series of strings and new line (\n). A Vertical (|) character is for the vertical lines and the (----) dashes are for the horizontal lines. The board is created by implementing area numbers 1-3 separated by vertical lines then a new line is created after the 3rd to go below and repeat for area numbers 4-6. Follow by another new line for the last numbers 7-9.

1 | 2 | 3
4 | 5 | 6
7 | 8 | 9

Team Member Responsibilities:

Akshith Simha Katragada yd8937	Responsible for coding game logic game_begin_point, player 1&2, board moves, and writing report.
Brandon Vo – XJ5954	Responsible for coding main driver, messages, board design, writing report, and formatting of code.
Omkar Mandava - bd3824	Responsible for coding logic of player turn, game status, and checking board.
Kunal Bhutani – pi9477	Responsible for board moves, checking board, and testing.