Assignment 1 Bug Report

1. Victory Checker Halts Game [Unresovled]
   1. *Exception in thread "AWT-EventQueue-0" java.lang.NullPointerException*

*at Game.checkVictory(Game.java:43)*

*at Game.placeX(Game.java:21)*

* 1. Calling the checkVictory methods stops all progression of game
  2. twoPlayer calls placeX or PlaceO from Game correctly and proceeds to hang on the 5th turn due to the checkVictory function throwing a nullPointerException
  3. logic error due to all methods and conditionals being followed appropriately but program still hangs on thrown exception
  4. Solution1: move count into twoPlayer file and call checkVictory from there rather than inside placeX or placeO

1. Game declares TIE even if victory on last turn
   1. If the board is full but one player wins on the last turn, the game will still declare a TIE despite an obvious winner
   2. checkForWinner function declares tie if game reaches 9 turns
   3. Solution1: changed twoPlayer.java: 243 from
      1. else if(count == 9)
      2. else if(count == 9 && !g.victor(gameBoard, playerFrame))
2. Game declares next players turn after victory
   1. If a player has won, the game will still announce the next player to continue their turn
   2. buttonPressed function gets called and follows its logic before checkForWinner can declare a winner so the player turn is changed and announced ahead of the victory message