**Assignment 2 / Tic-Tac-Toe**

**A brief, high level description of what the program is / does:**

In this assignment, I created a Tic-Tac-Toe game that can be played both single player and multiplayer. Users are able to play it in the landscape mode. The app stores the records of the scores in a local database. Also, there is a preferences fragment that a user can change the settings of the game. The database can be reset using the menu item named as “Delete Records” in history fragment.

**A usage section, explaining how to run the program, which keys perform which actions, etc.:**

The game has many fragments and a user can move between them using the menu items or the buttons. There are no additional complex instructions to run the program.

**Instructions on compiling your code:**

Just open the project using Android Studio and compile the code!

**Notes about bugs, implementation details, etc. if necessary:**

After finishing a few games, players can use the back button to see the previous games. Also, I did not create a layout for the MainActivity, so if the user opens the app and presses the back button, there will be an empty white screen on the scene.

**What difficulties did you encounter navigating between the various screens?**

The only problem I had was to understand the concept of finding an existing fragment if there exists one.

**Why did we choose to use SharedPreferences for game settings instead of placing these in the database?**

Because those are just 3 variables that need to be accessed immediately and also just for 3 variables, having all those database requests etc. would create performance issues.