**Naziv rada:** Qubic

**Članovi projektnog tima**: Ivan Krcivoj, Antonela Bogdanić; Ivan Krcivoj ( ivan.krcivoj@student.math.hr / [ivan.krcivoj@gmail.com](mailto:ivan.krcivoj@gmail.com))

**Opis problema**: Aplikacija koja omogućuje igranje igre Qubic (višedimenzionalni križić-kružić). Igru igraju dva igrača na ploči dimenzije 4x4x4. Više o pravilima igre pronaći na: <https://en.wikipedia.org/wiki/3D_tic-tac-toe>. Omogućeno je spremanje rezultata igre u tekstualnoj datoteci.

**Popis literature**:

* <https://en.wikipedia.org/wiki/3D_tic-tac-toe>
* Rubinoff, A. (2010, February 7). 3D Tic Tac Toe. University of Rochester. <https://www.cs.rochester.edu/u/brown/242/assts/studprojs/ttt10.pdf>
* Patashnik, O. (1980). Qubic: 4 x 4 x 4 Tic-Tac-Toe. MathematicsMagazine. https://www.jstor.org/stable/2689613?read-now=1&seq=1

**Predviđeno vrijeme završetka**: kraj veljače 2022.

**Popis opreme**:

**Poveznica na GitHub**: <https://github.com/antonelab/Qubic-Processing>

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# Dnevnik rada: