

USER MANUAL

This is a menu driven program consisting of two games-snake and tic tac toe. The games along with their respective leaderboards can be accessed through the menu.

Menu:

a) Snake

In snake, you choose a difficulty (ranging from 0-100) and control the snake on screen using the w, a, s and d keys. The objective of the game is to collect food for the snake which can be done by moving the snake towards it.

b) Tic Tac Toe

In Tic Tac Toe, you can choose to play against the computer or with another player. You play by choosing a number from 1-9 to place your marker on the grid. The player who succeeds in placing three of their marks in a horizontal, vertical, or diagonal row wins the game.

c) Snake Leaderboard

This option lets the user access the binary file which contains leaderboards for snake. It contains two columns- name and score with the highest score being at the top of the leaderboard.

d) Tic Tac Toe Leaderboard

This option lets the user access the binary file which contains the leaderboards for Tic Tac Toe. It contains two columns- name and wins with the highest number of wins being on top of the leaderboard.

Header files used:

- `iostream.h`- For standard input/output operations
- `Fstream`- For reading and writing into files
- `Windows.h`- For `sleep()` function
- `Cstdlib.h`- For `rand()` function
- `Ctime.h`- For `time(NULL)` function
- `String.h`- For string manipulation

Files:

- **Snake.dat**- Snake leaderboard
- **TicTacToe.dat**- Tic Tac Toe leaderboard

Data Structures Used:

- Struct `tic`-Used to store player data for Tic Tac Toe
- Struct `snac`-Used to store player data for Snake