

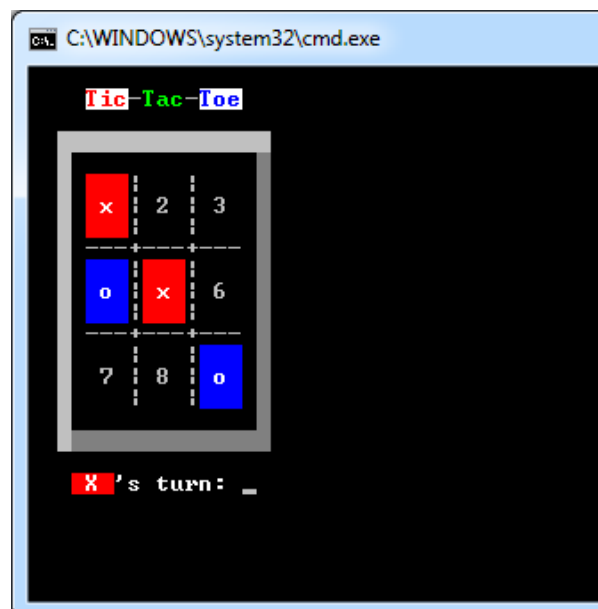
COMP500 / ENSE501: Week 12 – Exercise:

EXERCISE NAME: *Colour Tic-Tac-Toe*

Design and implement a game of Tic-Tac-Toe, where two players take turns placing pieces into a 3 by 3 board with the winning goal of achieving three of their pieces in a row, horizontally, vertically or diagonally.

Use the `p1colour.h` and `p1colour.lib` functionality to control the position of the console cursor and colour of text printed.

An example of the implemented program, with a game in progress, is as follows:



Do not be restricted by the example output shown above! Use your own personal creativity to implement your version of the game.