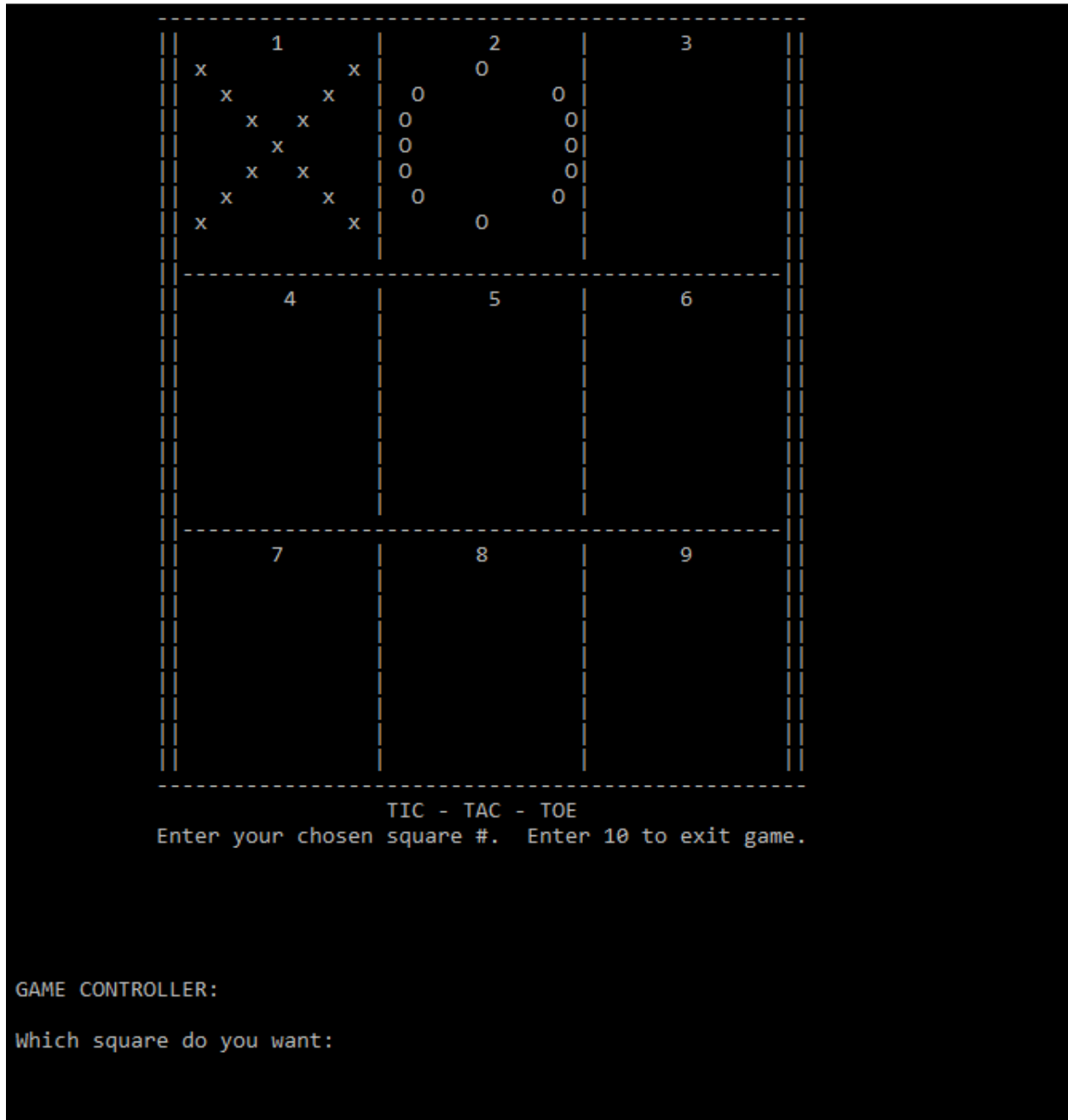**CSCI 1312**
Semester Project

Pledge: I pledge that the work done on this project was my own without input from other students or from non-course sources. _____.

Tic-Tak_Toe:

C:\Users\cboland\OneDrive\CSCI 1312\Project\TicTakToe _5\Debug\TicTakToe.exe

```
-----------------------------------------------------------
|| |         1        |         2        |        3      ||
|| x             x |        O                  |              ||
||    x         x |   O                  O |              ||
||      x   x |   O                        O|              ||
||        x       |   O                        O|              ||
||      x   x |   O                        O|              ||
||    x         x |    O                  O |              ||
|| x             x |          O                 |              ||
|| |                |                  |              ||
||------------------------------------------------------||
|| |         4        |         5        |        6      ||
|| |                |                  |              ||
|| |                |                  |              ||
|| |                |                  |              ||
|| |                |                  |              ||
|| |                |                  |              ||
|| |                |                  |              ||
|| |                |                  |              ||
||------------------------------------------------------||
|| |         7        |         8        |        9      ||
|| |                |                  |              ||
|| |                |                  |              ||
|| |                |                  |              ||
|| |                |                  |              ||
|| |                |                  |              ||
|| |                |                  |              ||
-----------------------------------------------------------
                    TIC - TAC - TOE
        Enter your chosen square #.   Enter 10 to exit game.




GAME CONTROLLER:

Which square do you want:
```

Students will create a TTT game using the console app.

Requirements:

1. The playing screen will be at least 40 x 40, be divided into nine squares and have a number in the top center or each square relevant to their location. (see above)

2. The x's and o'x will occupy a significant portion of each square when the game decides to create them in the appropriate square

3. Game data (whether X or O was chosen for each square) will be stored in a 3x3 array.

4. The game must be designed so that only the integers 1 – 10 will be accepted as input.

5. The following functions must be present (passed parameters decided by coder):
        a. void draw_board()
        b. void draw_x()
        c. void draw_y()
        d. void place_marker()
            - must pass pointer to game matrix.
            - must use a switch to place the appropriate marker.
        e. void check_for_win()
            - must use for loops to determine if a move won game.

6. Other functions can be added as need especially the gotoxy() function.