

## Specifications

### In pairs:

- Create an online multiplayer Tic-Tac-Toe in C.
- Use socket-related system calls.
- Create a server that handles multiple connections at the same time.
- Create a client (can be instantiated several times).
- Establish a communication protocol.
- Manage multiple parties simultaneously.

## Final rendering

```
/leaderboard
Commande envoyée (12): /leaderboard
received message size: 31
Received message of type: l
Players in TOP 3
1: Jules - 16 wins - 41 games played
2: Evan - 12 wins - 40 games played
3: toto - 1 wins - 1 games played
```

*Leaderboard*

```
/profile
Commande envoyée (8): /profile
received message size: 97
Received message of type: t
Message reçu (97):
Pseudo: titi | Mot de passe: tutu | Nb victoires: 0
| Nb parties jouées: 0 | Partie en cours ? 1
```

*User profile*

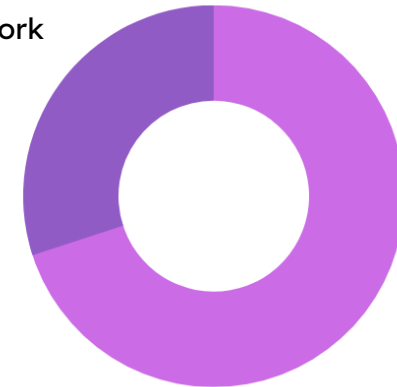
## Multiplayer Tic-Tac-Toe

## Methodes and technologies



## Skills

Teamwork  
30%



System programming  
70%