**Check list for tick tack toe cpp project**

* The project compiles without errors, Programs that don’t compile cannot be assessed**: yes**
* The program includes a “readme” or document explaining how to compile, execute and operate the program: **Yes**
* The program performs as described in the general description : **Yes**
* The program contains no logical errors : **Yes**
* The code is sufficiently commented and clean : **Yes**
* An attempt has been made to increase the program’s efficiency : **Yes**
* Code compiles without no warnings : **Yes**
* Program executes without crashing : **Yes**
* Program has no memory leaks : **Yes**
* A release executable has been made and included in the submission : **Yes**
* Project files and source code are included in the submission : **Yes**
* All files are packaged in a single compressed archive : **Yes**
* Estimate the number of hours taken to complete this assessment task : **24 (actual work time)**
* How many times have you submitted this assessment task (including this time)? : **once**
* Number Game data is stored in a 2D array : **Yes, File: TickTackToeGameBoard.h, Line number: 13**
* Game outputs 3x3 grid to the console : **Yes, File: TickTackToeGameBoard.cpp, Line Number: 37 AND 47**
* Game accepts input via the console, and input is validated before use : **Yes, File: MenuIntroduction.cpp, Line Number: 13 (cin.get, getting input) AND 16 (checking for validity)**
* Rules of tic-tac-toe correctly implemented : **Yes**
* Game is two-player: **Yes**