

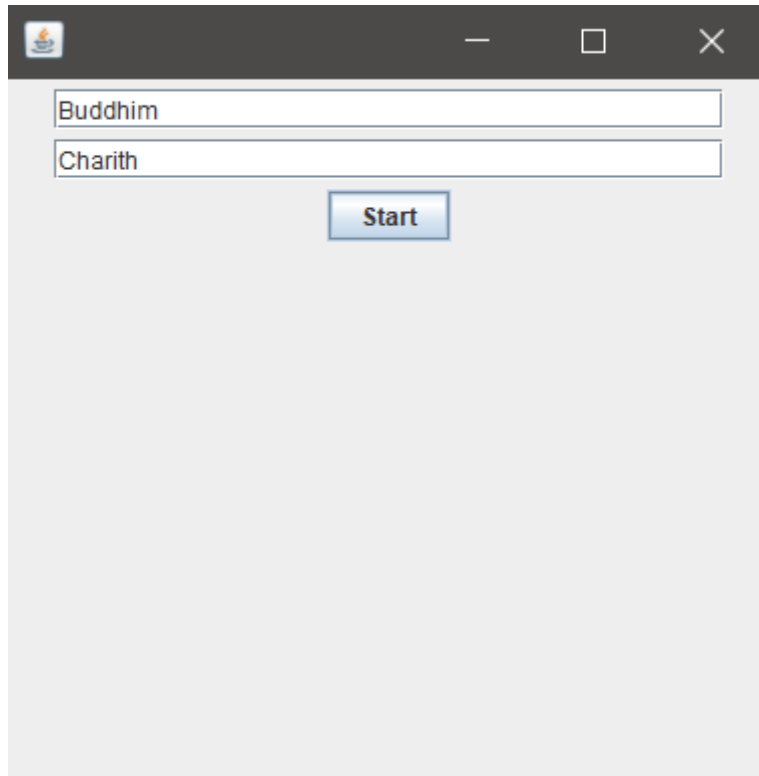
# CSC 111 1.0 Computer Programming Assignment

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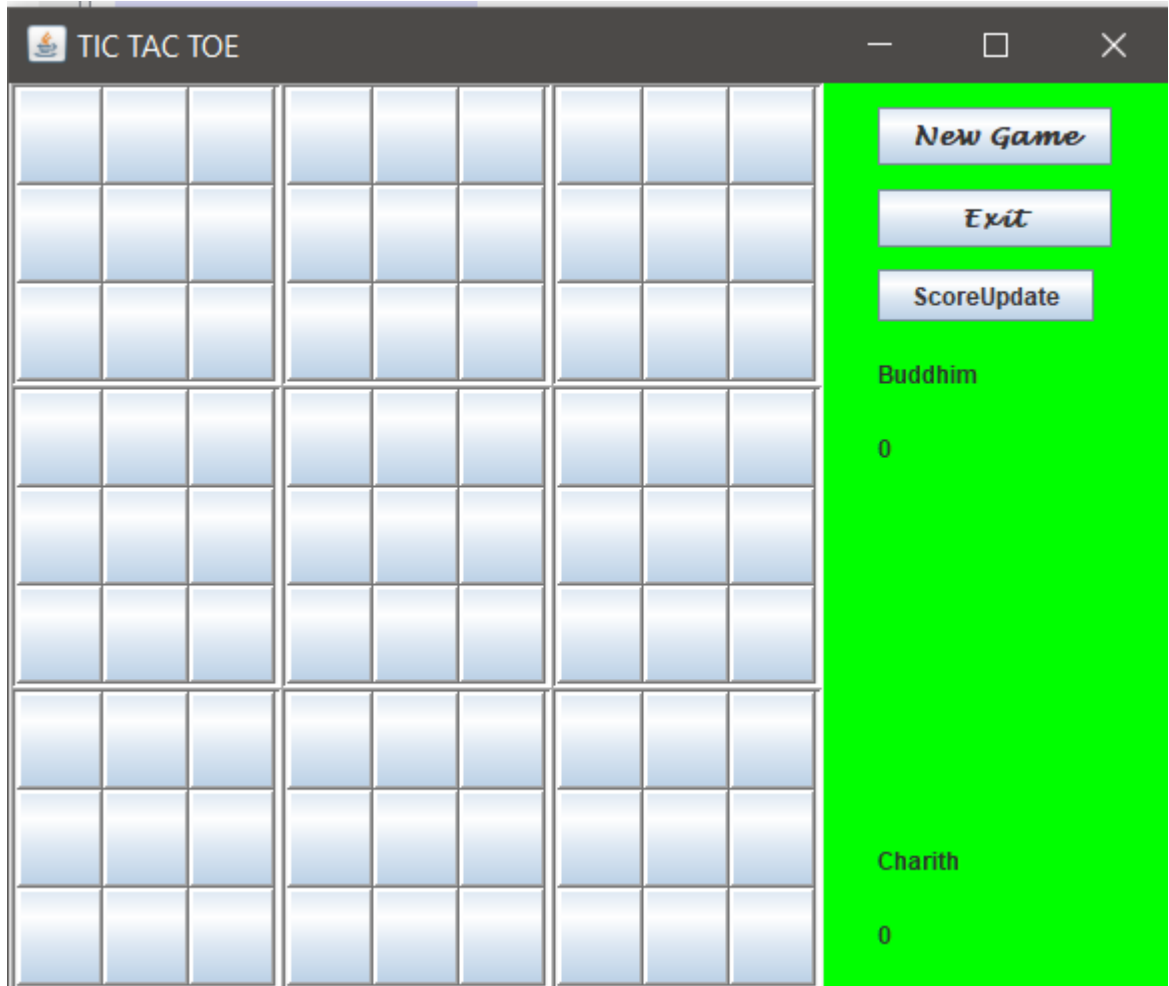
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## User Manual For TicTacToeUltimate And Bug report

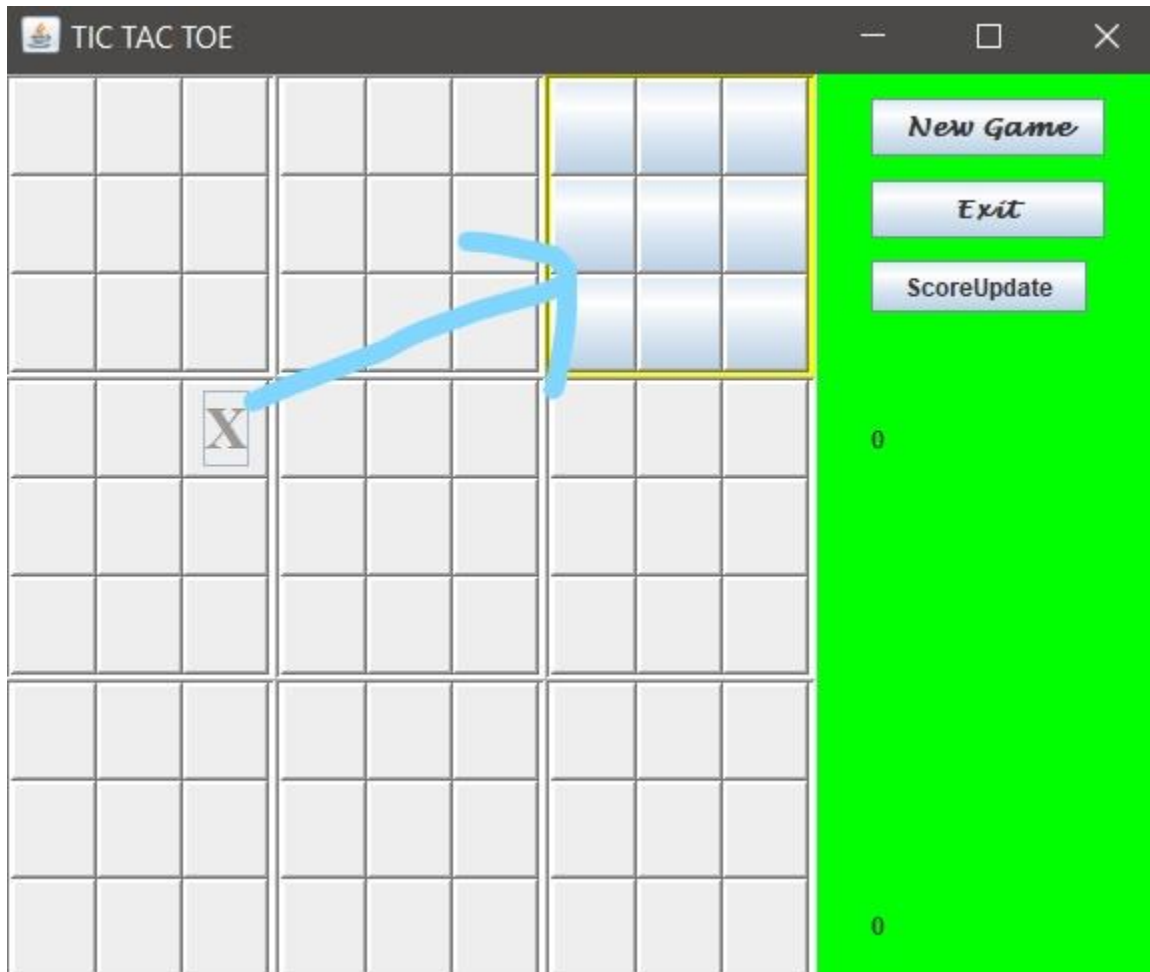
- TicTacToe Ultimate is a complex variation of the standard TicTacToe that is played by two players. The rules for playing the game are given below.



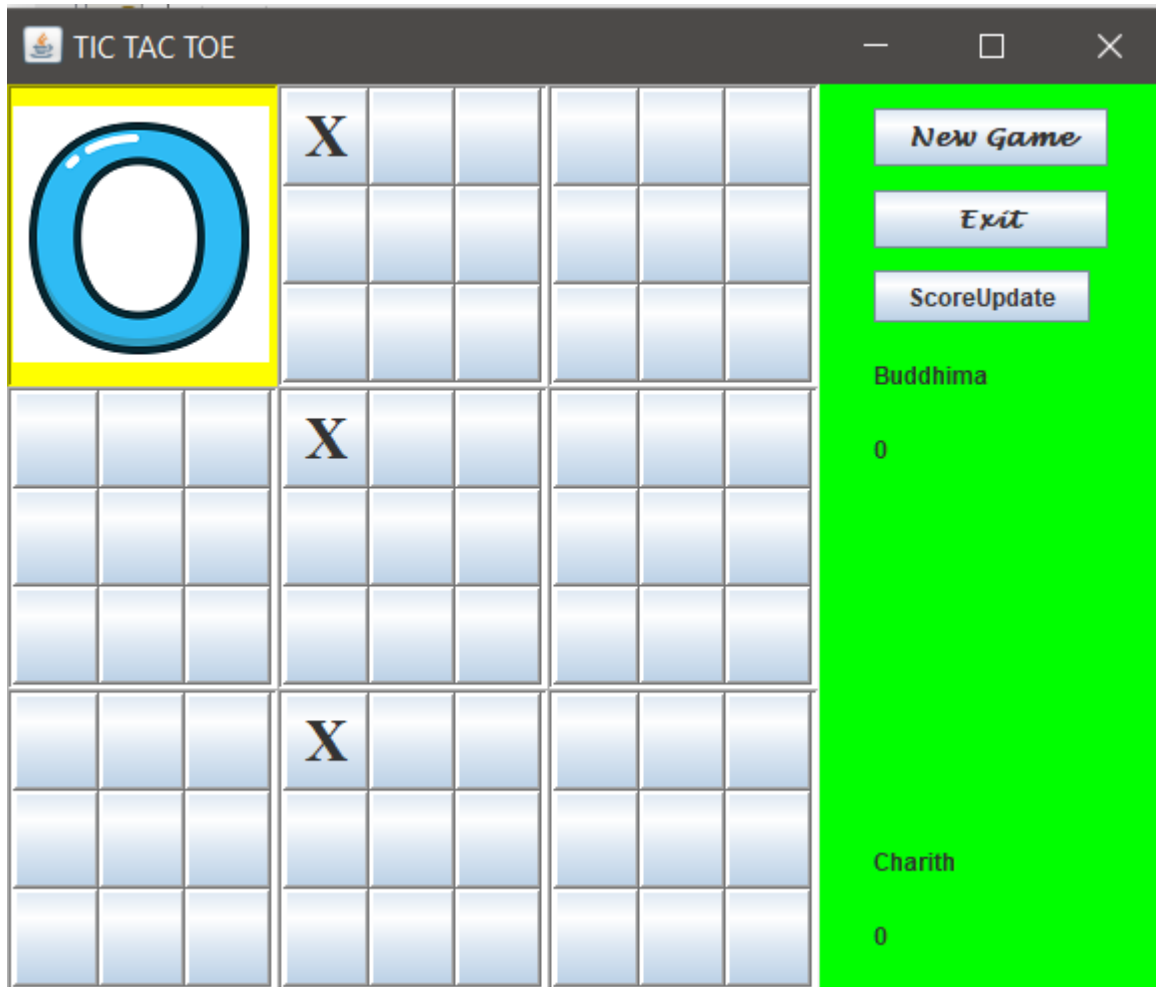
1. These two text fields accepts player names
2. First field will Accept x players name
3. Second field will accept o players name
4. Then click Start button to start the game



- To see each players score You have press Score Update Button everytime
- Each small 3-by-3 tictactoe board is referred to as a local board, and the larger 3-by-3 board is referred to as the global board.
- The two players play by marking the slots with X and O alternately.
- The game starts with X playing wherever they want in any of the 81 empty spots.
- This move 'sends' their opponent to its relative location. For example, if X played in the top right square of their local board, then O needs to play next in the local board at the top right of the global board, as shown in Below Figure.



Once a local board is won by a player, or it is filled completely, no more moves may be played in that board. If a player is sent to such a board, then that player may play on any other local board. See such a case in Below Figure.



And there will no more legal move after winning Global board

I wasn't able to add after no legal moves to check a winners so users have to check that manually

### Bugs

- I wasn't able to update score boards(jLable) simultaneously after each click so I decided to add a jButton to update score. So players need update score when they wants to check score
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