**TIC TAC TOE (v1.1)**

Use Case, UML, Sequence Diagrams

Contributions and Time Spent

**Jeremiah** – (20 hours) Refactored the scene object spawns to make them uniform and iterative. Added random/naïve CPU player. Bug fixes for game status detection. Adjusted colors and menu fonts and added animations and sounds. Added error checks for user input.

**Rural** – ( hours)

**Kymberlee** – ( hours)

Commit Log