**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** – (18 hours) Coded the new method for checking the winners/being able to handle odd dimensions. Then had to create test cases for each scenario in which there was new stuff added (I.e. Particles and sound). Bug fixes for checking winners and slight refactoring

**Kymberlee** – ( hours)

Commit Log