**Game: Tic Toe**

**Requirements**

* The game is implemented in client server manner, where 2 players will be playing in client side – X and in other side – O. The server will check whether it is a win, lose or draw depending upon the score.
* The game is implemented in C.
* Real-time push and pull from Git and visual studio code.
* C is coded in Visual Studio Code.
* UML design of the process.