**Tic Tac Toe game: Aads Coursework**

Introduction  
  
The task I have been instructed to do is make a tic tac toe game in C. The features required are as follows:

1. A working tic tac toe game.
2. Undo and redo functionality (optional)
3. Replay functionality (optional)
4. Variable board size (optional)

Design

Enhancements

If I had more time I would add variable board size, undo and redo functionality, and a replay system

Critical Evaluation

I could improve loads of things about my code, the code quality is probably not as good as it could be, and there is probably redundant code. The code used to make the board could just be a 2d array, but I did not think of that at the time of creation.

Personal Evaluation

The challenges I faced were mostly re-learning C from last year, most of the coding itself was straightforward with the help of demonstrators. The method that I used to overcome my problems was to just put code down and see if It worked, if not, fix it. Planning was not a concern as the project was small enough that I could complete it through trial and error and learning from mistakes.