

This week I initialized the project files, the GitHub repository for the project and added the project to LabTool. The dependencies for the projects are and will be managed with Poetry.

The project files themselves don't hold much of anything yet, as I'm doing "scratchwork" to figure out a smart approach to the problem. Next, I will implement the basic functionalities for the game so that it can be run, add win checking, as well as make an AI that can at least make a random move.

Hours used: 2