

# Game Logic

→ Randomisation / Modification

↳ 6x6 tic tac toe

↳ Blockad squares (can't put anything down, greyed out)

↳ Triangle squares (wildcard)

↳ squiggle squares (hidden to users, until end of it, then shown - user misses a turn)

↳ All randomly placed

Full that takes

↳ Game History

## UI

