

Pseudocode to check if pieces are in a row

Taken \rightarrow T/F

Occupied \rightarrow 1/2/T

~~BEGIN MAIN PROGRAM~~

Define colm, rows and co-ordinates
~~Take a cell~~

Randomised where Δ are in coordinate

Invisible Randomised \odot are in co-ordinate

Check three in a row

Define ~~user~~ pieces (O & X) Δ

~~Store the user pieces position on game board~~

When a square is clicked check the squares around them
No square (edge of gameboard) \rightarrow END

\rightarrow Free of object or piece \rightarrow END

Taken by other teams piece \rightarrow END

Taken by ~~square~~ ^{triangle} square or own piece

\rightarrow Check surrounding squares around them

\rightarrow Free of object or piece \rightarrow END

Taken by other teams piece \rightarrow END

No square (edge of gameboard) \rightarrow END

Taken by triangle or own piece