

Squares

"Requirements Report"

- ☒ 1 player as crosses red
- ⊖ Another player as naughts blue
- Blocked out squares chosen at random black
- ⊡ Triangle square - wildcard ~~Green~~ Yellow



Identifying the problem

- majority of naughts and crosses games end in draws

∴ create more squares and more icons

- ⊙ Squiggle square - invisible to players but deletes square when clicked on