

Project Backlog

- *Communicate with server
- *Handle user input
- *Server-side updating
- *Tic-tac-toe board
- *Start game
- *Move to next turn
- *End on victory condition
- *Main lobby
- *Multiple lobbies simultaneously
- Chatroom
- Improved lag compensation
- Login/password authentication
- Choosing an opponent

Prototype Backlog

- *Communicate with server
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- *End on victory condition
- Chatroom