



## Game rules:

The game is played in a 3x3 grid where each player in each turn puts their symbol in one of the grids. To win the game, a player must place three of their own symbol in a horizontal, vertical, or diagonal row. The player using the X symbol plays first.

## Requirements:

- ① Game APIs
- ② Tested code

## OPTIONAL:

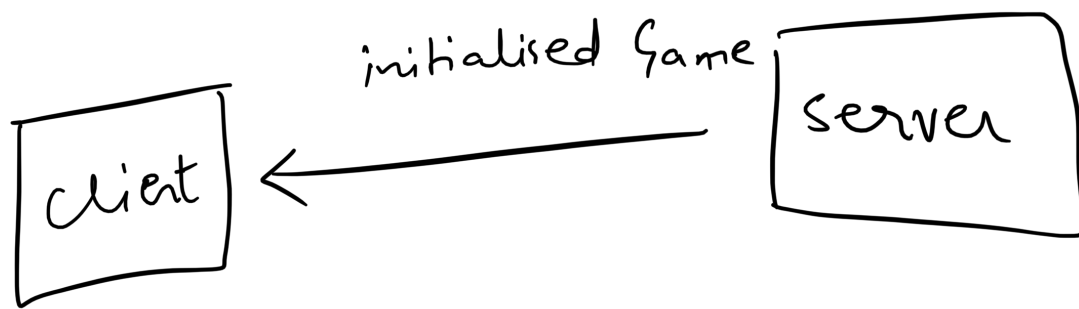
- save game state
- multiple games

# ① Create Game

i)

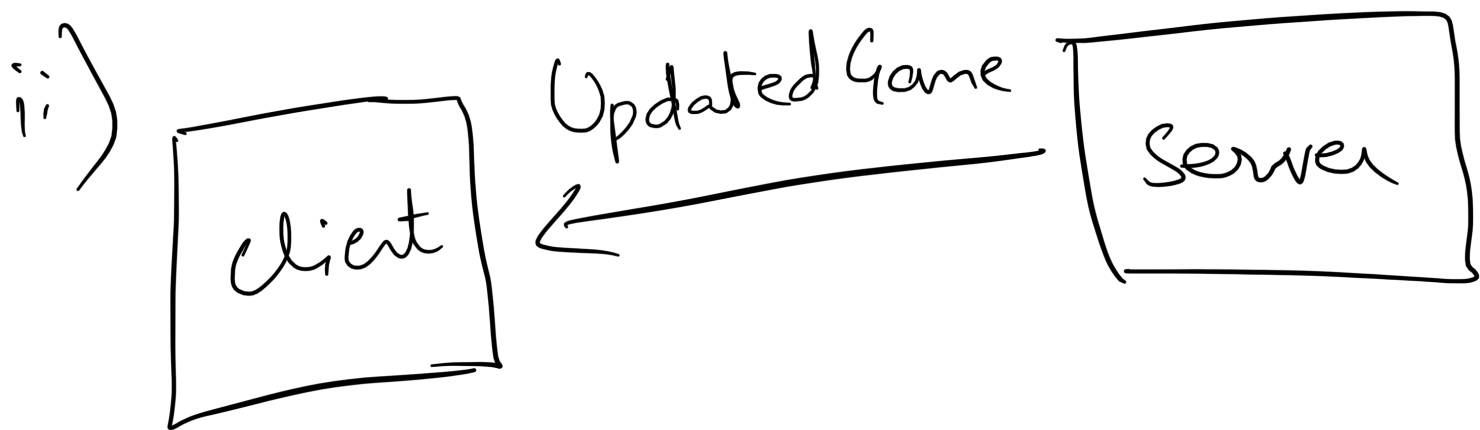
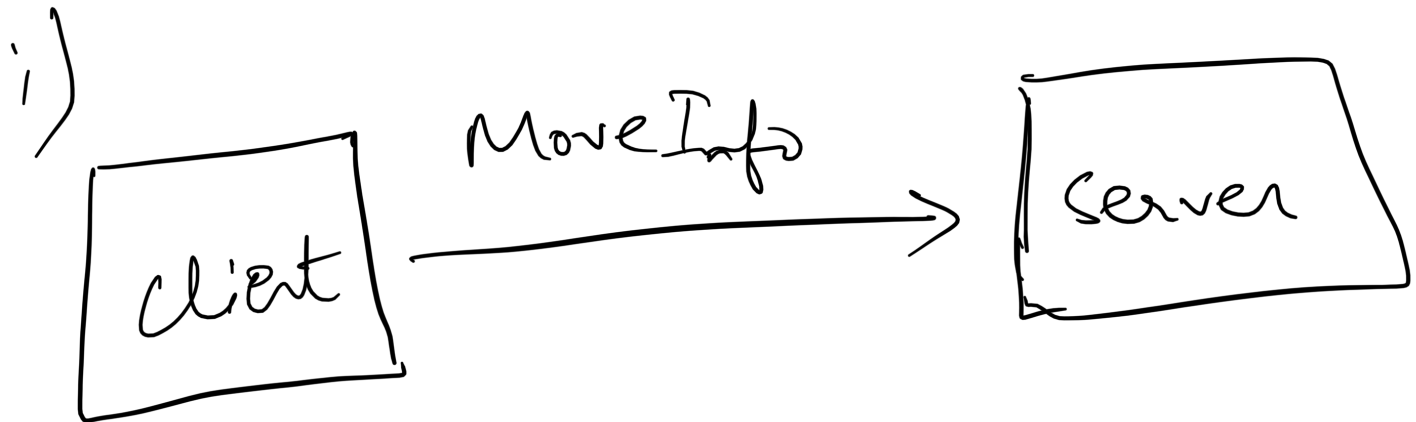


ii)



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## Make Move



UI

Select Mode

1 P

2 P

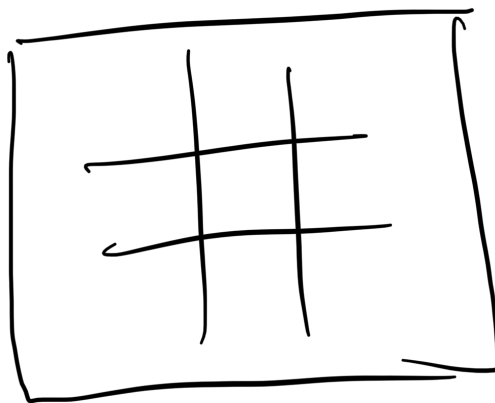


choose  
pawn

p1 x

p2 o

start



player turn: x

moves: ~  
~  
~

