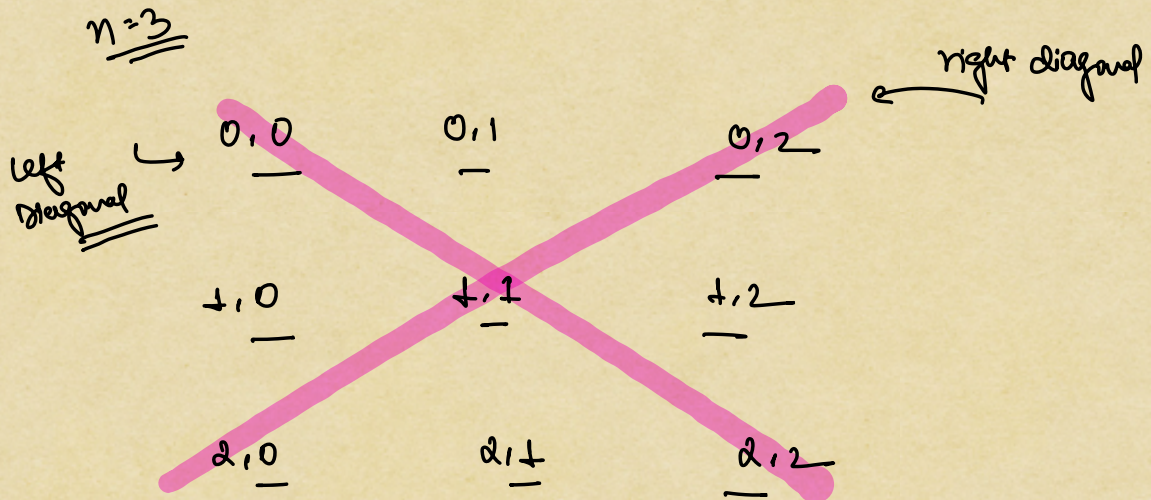


↓
undo / replay

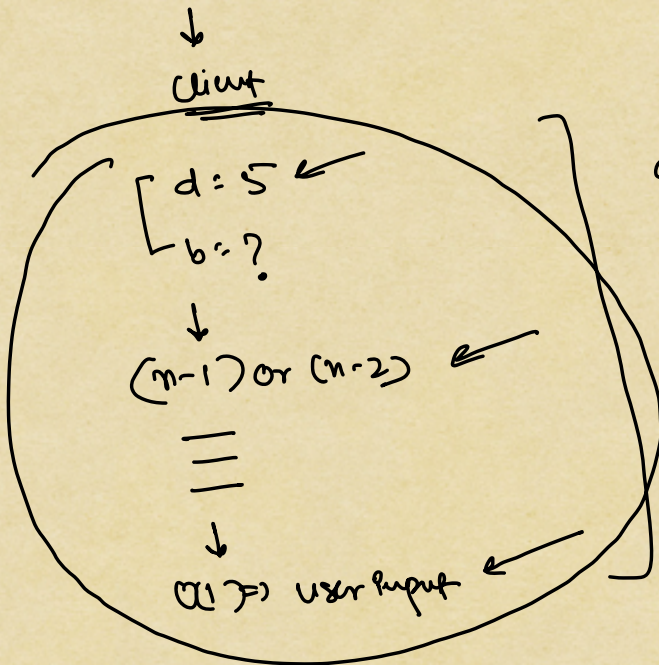
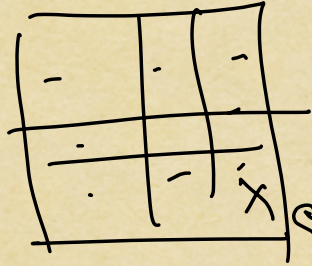
Thu | ~~Bot~~ | Tues
 ↓
undo / replay



if (row == col)
 ⇒ left diagonal

if (row + col == n - 1)
 → right diagonal

$0 - (N-1) \rightarrow \text{row}$
 $0 - (N-1) \rightarrow \text{col}$



gamecontroller

↓

game

↓

builder

↓

game

↓

board

↓

matrix < cells >

model

name | Player | Bot | Board | cells

Move

