1. Requirements

-Functional:

* Player can interact with the gameboard placing markers and setting it up
* Player can choose between a fast and a memory efficient game
* Player can choose their token
* Player can choose how many people are playing
* Player can choose size and positions to win in the board
* Player can choose where to put the token
* Game can check if the player had a winning or tie move
* Game can place a marker on the board
* Game can print the board for the player

-Non-Functional

* The system must run on Unix
* The system must be written in Java
* The system must implement an interface
* The system must extend an abstract class
* The user must choose a valid move

1. Design

See PDF for UML charts

1. Deployment

To run, follow the make file by typing in “make” and then “make run” in the src directory