Tic-Tac-Toe Instructions

1) Clone the repository from [this](#) link.
2) Goto the project directory, open the terminal and run **npm install.**
3) From the terminal run **node index.js** to start the program. A console application will start.
   ### The web3 client is connected with (I used ganache for development) `HttpProvider("http://localhost:7545")` so check the provider and change it accordingly in the line number 8 of index.js.

4) The game will have 3 options :
   a) 1. To start a new game,
   b) 2. To join an existing game,
   c) 3. Quit the game
5) In the new game, the user will be asked to enter his wallet address and the betting amount (in wei). Once this is done, a new contract will be deployed for that game and the contract address will be received. The user will share this contract address to any other user with whom he wants to play the game.
6) To join the game, the user will be asked to enter the existing game address (contract address), after which he will enter his wallet address and betting amount (in wei). Once any user joins the game, the game will start automatically.
7) Both the users will play to win, and once we get a winner, the sum of both the betting amounts which are currently stored in the contract will automatically be sent to the winner's account.