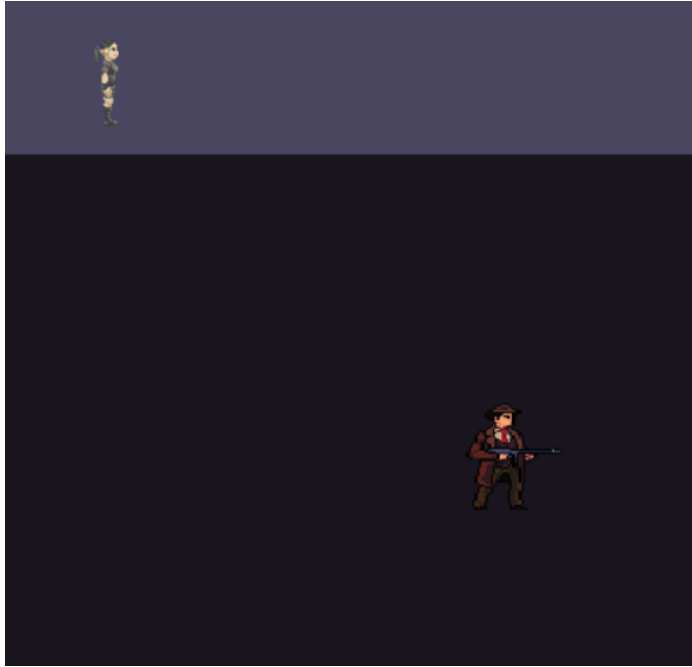


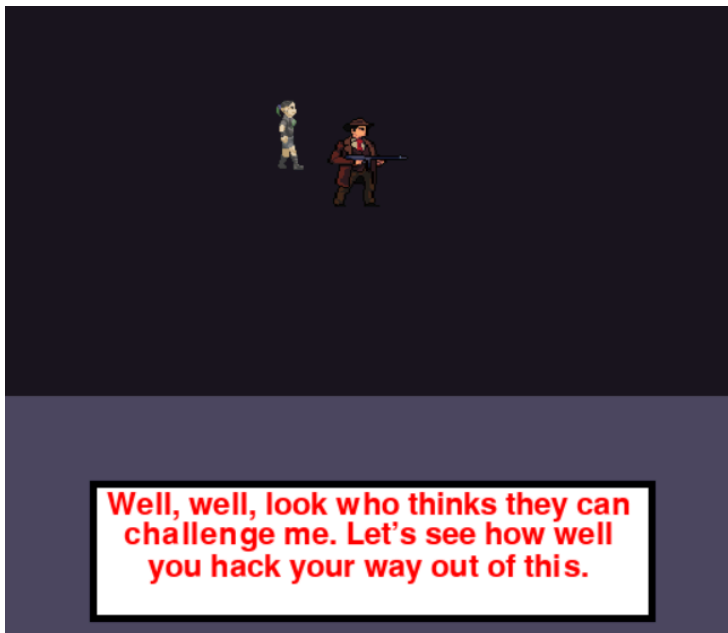
## TEST CASES

### WALK AND COLLISION CHECK:

Initial Stage:



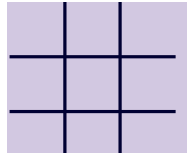
Collision and dialogue:



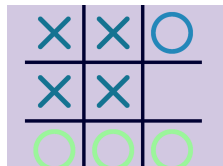
TIC-TAC\_TATICS

### Gameplay 3x3:

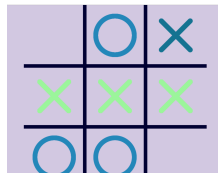
- Pressed b to start entering the game:



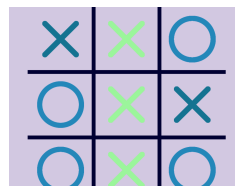
- Initial stage (no move)



- O wins (row)



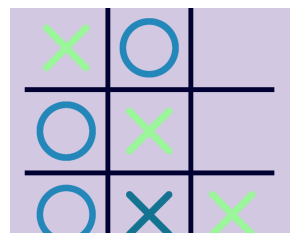
- X wins (row)



- X wins (column)

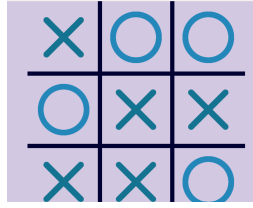


- O wins (column)



- X wins (diagonal)

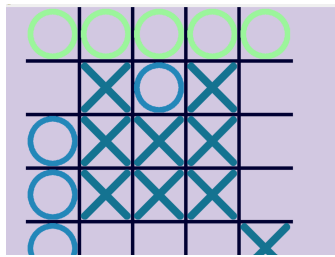
- Draw



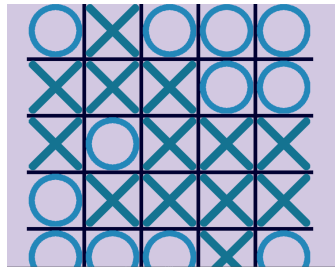
### Gameplay 5x5:

- Pressed b to start entering the game
- Similar to 3x3

- O wins



- Draw



**5x5 special cases** (pressed two checks at once) - pressed 2 to enable the ability

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