## **TIC-TAC-TOE PROJECT IN C#**

## Player X Player O Grid (Output) Rules Game

## **UML** Game - hasFinished: bool Player - winner: Player GameInterface - gameGrid: Grid - name: string - playerX: Player - currentGame: Game - moves:List<Position> - playerO: Player - currentTurnMark: string + updateScreen: void - turnNumber: int + addmove(position: Position): void + getPlayerMove (playerMark: string): Position + movesString(): string + newMove(position: Position): void + checkWinner(): void **Position** Grid - X: int - statusGrid: Array<string, string> - Y: int + placeInGrid(mark: string, position: Position): void + toStringGrid(): string

## **SCREEN GRID REFERENCE**

