Tic Tac Toe  
Project

*Purpose*: Using SDL2 to create a cross platform TicTacToe game for both Windows and Linux.

*List of Features*: The following items will be employed with the game.

* Simple score keeping
  + +100 points per move
  + +150 for winning
  + Zero points for ties
* Possible timer
  + Pending not fully vetted yet (Fluff feature)
* Images
  + Player X
  + Player O
  + Menu
  + Splash Screen
* Board / Board Grid
  + Board features – experience from last time
    - Board Class
    - Board Class constructor that zero’s the board
    - Method for clearing the board
    - Track used squares
    - Validate squares prior to setting square
    - Add padding or margin’s to center playable tiles (X,O’s)
* Simple FSM
  + Game States as follows
    - NullState
    - Init
    - Splash Screen
    - Main Menu
    - Game Running
    - Exit Game
* Create Input Class
  + Mouse movement required for game
* Create Audio class **(in progress)**

*Conclusion*: The game should be ready for turn-in by Week 9. There will be requirements of Alpha, Beta and so on for class requirements. The following should be achievable in a timely manner. This is a simply guide to track progress. None of these things will be required or hard coded.

1. Week 6
   1. SDL Class constructed – **Completed**
   2. Images created – **Completed**
   3. Functional title screen – **Completed**
   4. Create game Class – **Completed**
2. Week 7
   1. Simple FSM created
      1. Control Initialization – **Completed**
      2. Control Game menu – **Completed**
      3. Control game state – **Completed**
      4. Control Exit state – **Completed**
   2. Create Class for board
      1. Split the Board in two
         1. Game area – **Completed**
         2. Score area – **Completed**
      2. Win checks
         1. tie checks
      3. clearboard() - **Completed**
      4. Already used checks
   3. Audio class – **In progress**
3. Week 8
   1. Get audio working – Completed
      1. Quick audio for mouse clicks on tile pieces – **Files collected**
   2. Confirm board and tiles work.
   3. Bug testing.
4. Week 9
   1. Bug testing and repair for turn in.