**MAP 523/DPS 923**

**Lab Three**

**Due Date: Jan, 30 during lab**

In this lab, you are requested to complete the Tic-Tac-Toe game that we developed in class. Specifically, you are requested to implement the following:

**Layout:** Modify the view and add the required constraints so that the view looks the same on all devices.

**Game Over:** Once the game is over, display a message that displays who the winner is. Keep in mind that in some states, both players can be even, i.e., nor "X" neither "O" can come up with a straight line.

**Buttons:** New Game, Save Game and Load Game. For the load/save, there is only one do not use the file system to store the game data. During the game, when the user clicks the save game, the game is saved in memory. Then, the user can start a new game. At any time, when the user selects the "load game," the view of the board is set to the last saved state.

**Images:** Finally, to make it look nicer, add an image box to the bottom of the view and swap some images in it during the gameplay. The photos that you choose to show is up to you, and it is artwork.