Lab 09 Option 2:
SDL Tutorials - Tic Tac Toe UI

Important Notes

- Submission location (Mercurial repository): /rd/cs246s2016/$USER/lab09

- **This assignment can be done in pairs.** If you need help, see the instructor or TA.

- Read through this specification completely before you start.

- Some aspects of this specification are subject to change, in response to issues detected by students or the course staff.

For Lab 10, if you are doing the GUI option, then this lab is for that option. If you are doing the Baby Names Part III Option, then you MUST do option 1 for this lab.

Notes:

1. When the tutorials say `#include "SDL.h"`, you should use `#include "SDL2/SDL.h"// for graphics`

2. You will not use mingw, since you are on linux

3. You will include the libraries with -l SDL and -l SDLmain using a Makefile

4. You will not use CodeBlocks for this.

Tasks:

1. Do SDL Tutorial Basics: http://www.sdltutorials.com/sdl-tutorial-basics

2. Do SDL Coordinates and Bliting: http://www.sdltutorials.com/sdl-coordinates-and-blitting

3. Do SDL Events: http://www.sdltutorials.com/sdl-events

4. SDL Tutorial - Tic Tac Toe: http://www.sdltutorials.com/sdl-tutorial-tic-tac-toe

5. Try adding a "X Won", "O Won", and "Draw" at the end of each game (You could make images using ImageMagick: http://www.imagemagick.org/Usage/text/#label). Think, how are you going to check who won (a function for this purpose would fit well)? Try adding a way to reset the game after it's done.

6. Try to add some generic AI that will play against the user.

7. Try to add a way to select Player vs. Player or Player vs. AI

What to hand in: All of your source code files, a makefile, and a Readme.txt describing what you did.