Quarto board game

Story of the project

At the beginning of my learning path in programming, I followed some OpenClassrooms courses to learn Java and finished doing a simple Tic Tac Toe game on the terminal.

You can see the project here on Github.

It looked like that:

```
   +------+------+------+
Y=2|  O  |  X  |  X  |
   +------+------+------+
Y=1|  X  |  X  |  O  |
   +------+------+------+
Y=0|  O  |  0  |  X  |
   +------+------+------+
     X=0    X=1    X=2


  You tied!
```

After quite a lot of struggles with the Scanner (I don't recommend you to close the scanner when it uses the Stdin as source...), I made it work and i was glad to have a program running and at the same time amusing.

Then, to expand a little my knowledge and skills, I followed an advice to do a GUI game instead of CLI.

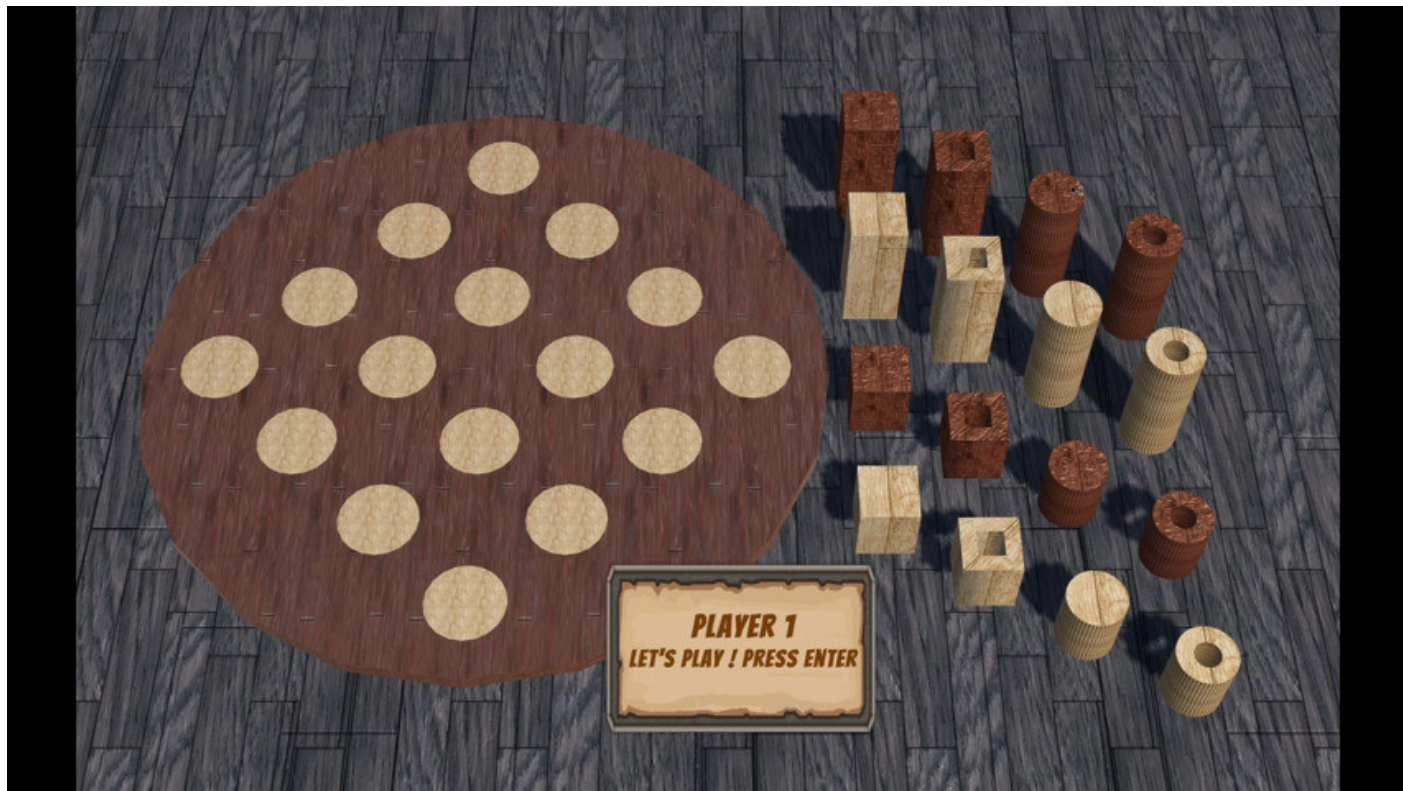That's how I did this Quarto project with Unity.

Unity and C#

It was a good surprise to see that C# and Java share quite a lot of similarities in syntax, so it wasn't that difficult to grasp the basics of it.

Then, for Unity, it was much more difficult, but the documentation is well explained and the community is large enough to find answers when having an issue.

It was quite a good experience, as the game engine makes most of the work (I had very little code, and that just to change variables, positions and check the status of the board.

Here is an illustration of the end result: