1. Use Cases

Step	User's Action	System's Response
1	The player starts the program	
2		The system registers how many styles the board has and displays each style's unique button for the player to choose from
3	The player clicks one of the style buttons	
4		The system displays the board with the selected style and an undo button
5	Player 1 clicks a square on the board and becomes the X's	
6		The system registers the click, updates the Model by adding the value ("X") and location of the click, and an X is drawn in that square
7	Player 2 clicks a square and becomes the O's	
8		The system registers the click, updates the Model by adding the value and location of the click, and an O is drawn in that square
9	The player may choose to use the undo button after selecting a square. They can undo at most 3 times in one turn	
10		When the undo button is pressed, the last item added to the model is removed, the board is redrawn without that symbol, and a counter keeps track of how many times the button is pressed in a single turn
11	The players go back and forth picking squares	
12		After each square is clicked on, the model is updated, the symbol is drawn, and the board checks if it's in a winning state
13	One of the players clicks on a square which wins them the game	

14		The system registers the win, disables the board, and displays a new frame that congratulates the winner
15	The player exits the game by closing the frame that congratulates the winner	
16		The system closes the application by using the System.exit() method

Variation #1

1.1 - In step 13, the players go back and forth picking squares but no one wins the game

1.2 - The system registers that there is a tie, disables the board, and displays a new frame that indicates that a tie occured.