This is a rough outline / notebook for ideating the architecture of my noughts and crosses project

* Noughts and crosses is a zero sum game.
* The minmax algorithm relies on states. Every time a state is processed by the algorithm, the algorithm should spit out the same correct result.
  + It is a tree search algorithm
* The algorithm needs to look at a state, score that state, and then proceed from there
* The game board is a 3x3 square. This can be represented as a list of lists. The outer list would be called “rows” and the inner list would be “columns” as this would allow the board to be played in a logical manner using x and y coordinates

How the program should work:

* Command line
* Player is asked if they would like to play a round
* On confirmation the player is presented a clean board
* The player enters the coordinates of where they would like to move.
  + If they win, then the game should end and a congratulations message should be displayed
  + If they don’t the computer should make a move and the board redrawn
    - If the player loses, the game should end and a consolation message should be displayed
    - If they don’t and more moves can be made, then the player should be prompted to make a move
    - If the game is drawn, the game should end and a different message displayed
* Regardless of how the game ends, the player should be asked if they would like to start another round