**Tic-Tac-Toe Game**

High-Level Requirements

* Player has the option to (1) play against CPU or (2) play against another player
* 3x3 grid
* Instructions to the user are given in the beginning of the game; it’s a quick few sentences that shows them how to play the game
* A main menu, which includes:
  + Options at any point during the game: (1) reset game, (2) quit
  + Options when the game ends: (1) play again, (2) quit
* Input validation
  + Users can’t select a number outside of the array, i.e. the board
  + Users can’t select a number in the array twice, i.e. selecting the same spot on the board twice or more, or selecting spots that have already been taken
* Circumstance where there’s a tie/no winner
  + Display a message basically saying that it’s a “Draw” and present the user with the Main Menu options, i.e. starting over or quitting the game

Low-Level Requirements & Miscellaneous:

These requirements were mentioned during the meeting, but the Coders can be flexible in adjusting these requirements as they see fit.

* Preferably developed using C++
* Command line game
* Game works using keyboard input, rather than mouse clicks (which involves a UI)
* Array/matrix vs. linked list
* Switch statement or do/while loop for the Main Menu
* If/else statements for input validation