

Tic-tac-toe requirements

- a. Requirements/user stories:
 - a. I want to choose X or O
 - b. When the game conditions are met I want to know who is a winner or if it's a tie
 - c. I want to see the game field the whole game
 - d. I want to place my symbol into a cell within the game board
 - e. I want to restart the game after it's finished
 - f. I want to be able to choose different symbol when I restart the game
 - g. There should be ability to monitor turns

Nouns from above stories: Symbol (X, O); GameField (grid); Player (1, 2); Game (itself); Square (cell within the grid); Turn;