PLANNING:
- Text based or Graphical
    - Graphical
        - Pros:
            - UI friendly
            - Visual
        - Cons:
            - More code
            - Maybe next step
            - Have to figure out how to import pictures
    - Test based
        - Pros:
            - Less code
            - 2D array
            - Using |, X, O
        - Cons:
            - Not UI friendly
            - Easier
- Cases
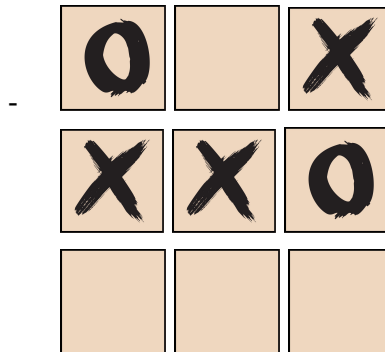   - Computer vs player (easy)
    - Computer vs player
    - Multiplayer
- Presentation
    - Testbased:
        - | _ | _ | _ |
          | _ | _ | _ |
          | _ | _ | _ |

        - | X | O | X |
          | _ | O | _ |
          | _ | _ | O |
    - Graphical
        -

High Level Code Planning (Test Based) LEVEL: MULTIPLAYER:
- Methods:
    - Description:
        - A 2d array with

    - playgame():
            calls all the functions to play the whole game start to finish
    - menu():
            Give user options
                1. Level 1: multiplayer
                    a. Pick character
                2. Level 2: against computer
                    a. Pick character
                3. Level 3: against computer competitive
                    a. Pick character
                4. Exit

    - clear_board():
            print a new board on command "clear"
    - print_board():
            prints after every turn
    - score_tracker(user, row, col):
            keeps track of score when played multiple times
    - rules(user, row, col):
            Can't pick already filled tile
            Three of the same character horizontal, vertically, diagonal