To-Do List:

1. Implement game core of tic tac toe
2. Implement GameManager to manage the game
3. Implement Player and Item to add Interface of playing
4. Implement AI interface to the game Manager
5. Create method allow AI to understand the game current state
6. Method to Guess, find opponent possible next move
7. Able to interrupt opponent next move
8. Tidy up and Save lose/draw data to database
9. Access and search from the lose data
10. Find the best or possible good step
11. AI can define situation is on going to draw/lose/wining situation
12. Doing decision base on Last move/previous move also the situation

Sprint 1

1. Implement game core of tic tac toe
2. Implement GameManager to manage the game
3. Implement Player and Item to add Interface of playing

Sprint 2

1. Implement AI interface to the game Manager
2. Create method allow AI to understand the game current state

Sprint 3

1. Method to Guess, find opponent possible next move
2. Able to interrupt opponent next move