Start screen/Number of players screen

- Player names?
- Choose side/symbol
- Easter egg

How big is the board?

- Dynamically make the board
- Player 1 is X
- Player 2 is O

Make a score board area (tracks win)

- Country flags?

Player clicks

- Put in their symbol
- Add to their score
- Checks win condition
- Switches player if game continues

If player wins

- Update score board
- Cool graphic
- Reset everything (same as button)

functionNamesLikeThis

variable_names_like_this


code looks like this-

```
function someFunctionThatIsDescriptive {
    var some_variable = "has spaces around equals sign";
    var some_object = {
        notation: nice,
        awesome: full effect
    }
```