**Client Side**
- Connect to the server
- Send input to the server
- Verify that input is valid

**Server Side**
- Run multiple instances of the game
- Ensure that players cannot overwrite each other's moves or move out of turn
- Display win/lose/tie messages
- Receive input from clients
- Print the board after each move
- Wait until both players have joined to start a game
- Assign player marks
- Ensure that X always starts a game