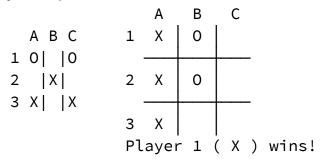
Lua LotW - Tic-Tac-Toe

Goal: Create a 2-player command-line Tic-Tac-Toe game.

Requirements:

- Displays the updated board before each turn
- Has a method for users to identify each cell of the game board. For example B2 or (2,2) could refer to the middle cell.
- Alternates turns (does not matter which shape goes first)
- Detects and displays a winner, or a tie if the board is full

Display Examples:



Suggested Structure:

- 1. Display board
- 2. Check if X's or O's have won, if so print winner and end program
- 3. Ask user where they wish to place an X/O
- 4. Place X/O in the board memory
- 5. Switch turns and go back to step 1

Useful Lua Features:

io.write can be used to print without creating a newline

```
io.write("Location for X: ")
```

io.read can be used to read input from the user. For a full line of input use:

```
io.read("*l")
```

Lua tables can be used for storing the game board with strings or numbers

First example board:

```
{"0", " ", "0", " ", "X", " ", "X", " ", "X"}
{3, 1, 3, 1, 2, 1, 2, 1, 2}
```