

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:

	A	B	C
1	0		0
2		X	
3	X		X

	A	B	C
1	X		O
2	X		O
3	X		

Player 1 (X) wins!

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:

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