The TicTacToe Game:

Our Game welcomes us and asks **if you would like to play**.
If we type "n" (no): it says " Too bad :(" and quits:

```
Welcome to Lena and Matyi's TicTacToe Game!
Would you like to start the game? (y/n)n
Too bad :(
```

If we type "y" (yes): you can choose if you want to play alone (it asks: "how many players? if you press 1, you'll play against a bot), or with a friend ("**how many players**? press 2 and you'll need to play on the same numpad by turns):

```
Welcome to Lena and Matyi's TicTacToe Game!
Would you like to start the game? (y/n)y
How many players? (1/2):█
```

If we **mistype**, it starts again:

```
Would you like to start the game? (y/n) asdasfa
Welcome to Lena and Matyi's TicTacToe Game!

Choose places with number keys:

7 | 8 | 9
4 | 5 | 6
1 | 2 | 3

Would you like to start the game? (y/n) █
```

After we choosed, it shows us **how to choose places** (with the number keys):

```
Choose places with number keys:

7|8|9
4|5|6
1|2|3
```

If we play with a friend, **we can choose if we want to be Player „X" or „O"** (if we play against the robot, we are Player "X" - our plan is to change this):

```
Would you like to start the game? (y/n) y

How many players? (1/2): 2

Player 1 choose X or O: █
```

We can **only** type numbers between **1-9**. If we **type a wrong number**, it says "Please type a valid number! (1-9) and the player has to choose again, until it's 1-9.

```
Player X Choose a place:444444
Please type a valid number! (1-9)

Player X Choose a place:
```

If somebody chooses a place which is already taken, it says:

```
Place already taken! Choose another one!

Player X Choose a place:
```

And we have to choose **again**, until it's free.

If somebody **wins**, the program says "Player X or O won!" and quits:

```
x | x | x
---------
o | o |
---------
  |   |
Player X won!
arinyu@arinyu-LIFEBOOK-AH512:~/Codes$
```

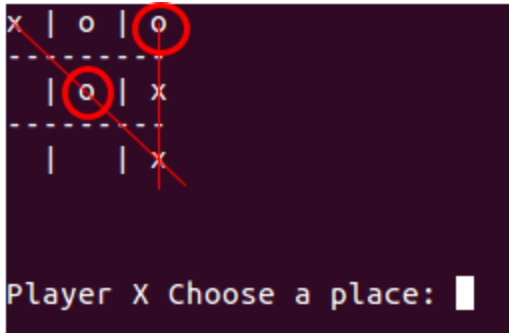If it's a **draw**, it will print "It's a tie" and we can play again:

```
x | x | o
---------
o | x | x
---------
x | o | o
It's a tie!

Play again? (y/n)
```

If we choose "y", the one **who lost** in the previous round, **starts**:

```
  | o |
---------
  |   |
---------
  |   |

Player X Choose a place:
```

But if we choose "n", it quits.

If we play **against a robot**, we are Player X and we start. It's an **intelligent** robot, because if we stand to win, he puts his "O" to the third place, so we won't win.

But if we are smart, we can win against him;)

ToDo's to have a better program:

- Cleaner code (at the AI part)
- Colored game
- Debugging: to choose wether to be Player X or O - playing against the robot,
  at the start if we mistype the answer for the "would you like to play" question, it starts again, it should say "Please type "y" or "n"" and we can choose again