3 part Game Loop

- Take input
- update board
- Render

Take input:
- checks whose turn it is (AI or person)
- then stores input

Update board:
- receives input data
- checks if data is valid (position isn't already in use)
  - if not valid, give player another chance
  - if is valid, updat board and continue
- check for win condition
- change current players turn

Render:
- Print array in sections of 3 (e.g. first three rows one at the top, 2nd three are in the middle, etc).

Keep Resort
Continue this 3-part game loop until a winner is determined or there are no more moves left.