SOS GAME (0) Algorithm:

Import any library will used.

Make the play board from lists.

Make function to print play board.

Make function to print result board.

Function to take player 1 & 2 inputs.

Using open loops to make sure user will enter correct input.

Make function to check win.

Putting all possible possibilities in this function (12 possibilities for any play).

Make count to calculate win times.

Function to check if board is full.

Function to restart the game.

Make while true loop to play in.

Call function that take player input and after that call function that check win.

If player win add point to his score

And make loop to male player play again if he get a win.

Call function that check if board is full.

If board is full check who has more point and print he is winner and if it equal print draw.

Check if players want to play again.

If they want call function that restart the game.

If they not print GAME END and ask player to press enter to close the game.

End.