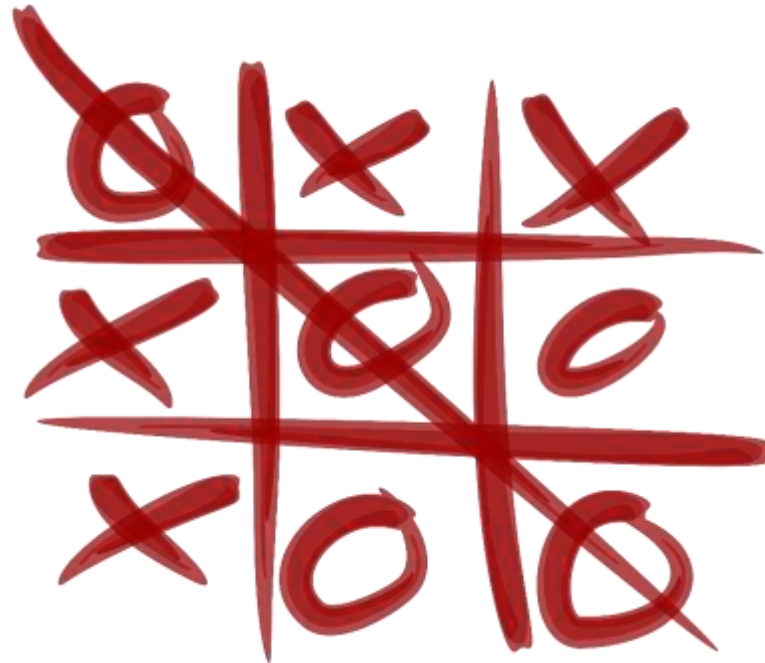# Audience-Driven Development

Tic-Tac-Toe Game

Tic-Tac-Toe Game

You are developing a tic-tac-toe game with your friend.

You have to create a method that will receive a 3 by 3 multidimensional array and return the mark of the winning player (an X or an O).

Requirements

- If no player has three in a row (horizontally, vertically, or diagonally), no one wins, and your method should return an empty character.

New requirements

- If a player has his character in all three rows of the first column, his symbol should be returned from the Validate method, indicating that he/she has won.

More requirements

- If a user has three in a row diagonally, starting in the upper - left corner, going through the center, and finishing in the lower - right corner, he or she is the winner.