

1. Understand The Requirements :
 - a. Empty Space
 - b. Player Tracker
 - c. Row & Column
 - d. Winner Check
2. Make The Grid
 - a. -1 matrix
 - b. Side bar + ignoring extra
 - c. Down bar + ignoring extra
 - d. - 1 == ""
 - e. Make this a function
3. Player Move Input
 - a. Player1/Player2 play time handle in a loop
 - b. Flag to hold for wrong move
4. Detect Who Wins
 - a. Implement winning conditions
 - b. Printing winner