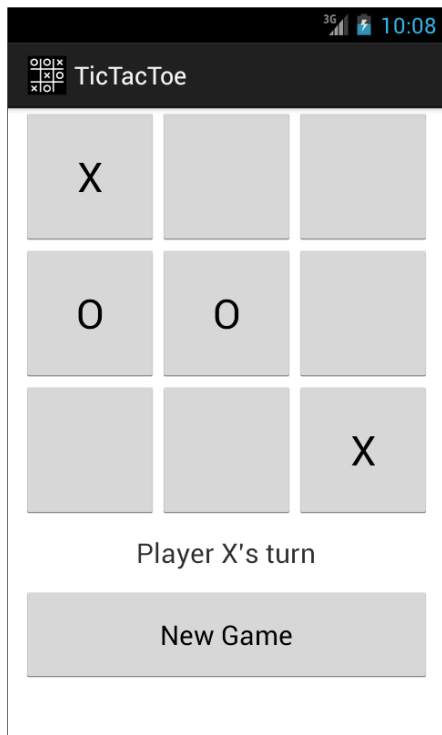# Term Project: Tic-Tac-Toe

User interface

Operation

- The app allows the user to play a game of Tic-Tac-Toe.

- The user can click the New Game button at any time to start a new game.

- The app displays other messages to the user as the game progresses such as (1) whose turn it is, (2) if a player wins, and (3) if the game ends in a tie.

Specifications

- The app uses buttons for the nine Tic-Tac-Toe squares.

- Make the app work well in portrait and landscape orientations.

- The app should save the game when the user switches orientations or navigates away from the app and then back to it.

Enhancements

- Use styles to format its widgets.

- Move the New Game button into the menu system and display it as an action item for newer versions of Android.

- Add a Settings activity that allows the user to enter names for the X and Y players, and modify the messages accordingly. For example, "Joel's turn" or "Django wins!".

Due Date: 11:59PM, 4/30/2020