Generate 3x3 grid.

Click on square, appends players symbol to square.

Check if square is already filled, in which case do nothing.

Check if player has won (HOW?)

Check if that entire row or column filled with players symbol.

To check diagonals… only check if corner or middle piece.

Then switches player.

11 21 31

12 22 32

13 23 33

Game over if:

x1y1 = x2y1 = x3y1

x1y2 = x2y2 = x3y2

x1y3 = x2y3 = x3y3

x1y1 = x1y2 = x1y3

x2y1 = x2y2 = x2y3

x3y1 = x3y2 = x3y3

x1y1 = x2y2 = x3y3

x3y1 = x2y2 = x1y3