New game

Initialize buttons and labels

Initialize player variable and cell claim list

Click on button

Test if it is claimed on the list

Do nothing

Test what player it is

Image changes based on the player

Claims button based on the player

Runs endTurn

Tests winState

Compares the claim list to see if possible win combinations have

been met

if yes

Goes to \_winStatement()

Changes the turnLabel with a statement of who won

Disables the gameplay buttons so they can’t be

changed until a new game is started

Enables the newGame button

When clicked, reruns the initialization of the

window

Adds the win to the winhistory.txt

if no

Changes player

Changes turnLabel