

out line

- game - package
 - board class - contain the array for tic tac toe
 - game class
 - location class?
 - bot class - maybe add difficulty (depends on time)
- ui - package
 - something to display the board object
 - actual ui
 - maybe gui (depends on time)
 - maybe terminal (state machine)

Minimum Requirements

- Ask turn order
- player only uses "X"
- Unique play locations
- win notification
- play again
 - new game
 - close

Where to be Implemented

ui for prompt and variable in game class

game (Don't give the user the options)

game (check for valid plays)

game class - variable containing team board for tie?

ui

- create new game object
- System.exit();