

Note..  
Start in the GameManager and UIManager classes  
They are the most integrated and important

Overall workflow:  
GameManager will Load up player histories  
UI will show the starting screen  
UI will manage the flow through the initial screens to gameplay  
UI will setup those settings for GameManager, then change the GameState to StartGame  
GameManager will alternate turns and run the rules of TicTacToe using the established settings

Note..  
Thoughts on design:  
Board currently procedurally generates a board. This may be a bad approach due to pooling. Instead, consider creating a Unity GameObject to represnet the board. Less 'cool' but likely is way faster.

