**Gameplay Instructions**

**Gameplay:**

* + The game is played on a 3x3 grid.
  + Players take turns entering the number of the square they want to mark (1 to 9).
  + Player X starts first and marks with 'X', followed by Player O who marks with 'O'.
  + The game ends when either a player wins or all squares are filled ('CAT GAME' for a tie).

**Key Points to Use the Game:**

* **Player Input:** When prompted, enter a number from 1 to 9 to mark your move on the board.
* **Winning Condition:** The game automatically checks for win conditions (horizontal, vertical, and diagonal lines of the same symbol).
* **Display:** The board is displayed after each move, showing the current state.
* **Outcome:** After a player wins or the game ends in a tie, it announces the result ('X WON', 'O WON', or 'CAT GAME').

**Example Gameplay:**

* Start the game.
* Player X enters a number (e.g., 5), then Player O enters a number (e.g., 3), and so on.
* The game continues until a player wins or all squares are filled.

**Tips for Enhancements:**

* **Error Handling:** Add error handling for invalid inputs (e.g., out-of-range numbers, already occupied squares).
* **UI Enhancements:** Improve the display format or add color to make it more interactive.
* **AI Opponent:** Implement an AI opponent to play against the player.
* **Logging:** Optionally, log the game moves or outcomes to a file for review.