Tic Tac Toe Design

Main Variables:

- Game board equals game board setup
- curr_player = "X"
- win = None
- game_run = True
- board_printed = False

Functions:

- print game board() for printing the game board in the output
- input() for player's input
- Horizontal() for checking for win or tie if its horizontal
- Vertical() for checking for win or tie if its horizontal
- Diagonal() for checking for win or tie if its diagonal
- Check for tie() for cheking if there is tie in a game
- Switch player() for switching to player to AI and AI to player
- Ai move() for the AI to make its move on the game

Tic Tac Toe Game Board:

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- | - | -

- | - | -

1 | 2 | 3

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3 | 4 | 6

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7 | 8 | 9

X | - | O

X | - | X

- | O | O

X | - | O

X | O | X

X | O | O