

Tic-Tac-Toe Game Service

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The purpose of this coding assignment is to create a "production" code for the RESTful API service that can play a game of Tic-Tac-Toe on the 3x3 field. User submit new state of the board or a move and service makes its own move and responds with a new state. Being RESTful service it must not contain any state, which means that state of the board must be transmitted in the request and response must include new state. Request and response bodies must be in the json or xml (or both) formats. The task is to design and document API, implement service that supports it in the statically typed language of your choice (JVM based languages preferred). This includes proper building mechanism (maven, ant, etc.), unit tests and if possible code for building docker images for this service. Result should be placed in the github repository that you must create and contain instructions for building and running this micro service.

Try to think about passing your code over to someone else for any future enhancements or bug fixes. One of the possible future enhancements (but do not code it) could be allowing to play on the larger board than 3 by 3. Clarity and elegance of the code are more important in this exercise than feature set.