* Constructor
  + Minimum size
  + Maximum size
  + In between
* checkSpace
  + iscblank (return true)
  + has a character (return false)
  + out of bounds (return false)
* horizontal
  + loss
  + runs to side edge left
  + runs to side edge right
  + routine
* vertical
  + hits top of board
  + hits bottom of board
  + loss
  + routine
* diagonal
  + routine
  + loss
  + edge of board at bottom
  + edge of board at top
  + is size of the board
  + smaller than board
  + need one more
* check for draw
  + not a draw
  + routine
  + need 2 more
* whatsAtPos
  + routine
  + look at top edge
  + look at corner
  + look at bottom edge
  + need one more
* isplayerAt
  + routine
  + At an edge
  + At a corner
  + Returns true?
  + Return false?
* placeMarker
  + routine
  + place at edge
  + place at corner
  + place marker on empty board
  + place marker with markers already on boards