GROUP: 11
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Central concepts:
    -Function that prints the board
            1   2   3
        1 | X | O | - |
            Dash is empty, x is player, o is cpu

    -Set up the board (empty)
        Board is a 2d array (7 cols x 6 rows)

    -Who goes first
        Coin toss
    -ask for player piece (X or O)

    -Process playermove
        Pass col

    -Process cpu move
        Places a piece on the board

    -Win lose draw (relative to the player)
        Win
            4 Xs vertically, horizontally, diagonally
        Lose
            4 Os vertically, horizontally, diagonally
        Draw
            Neither 4 Xs or 4 Os and board is full

Implementation:
    Void setupBoard()
        // sets up the board for a new game
        // player can choose custom char (X or O)

    Void printBoard()
        // displays the game board NICELY
        // print out with coord grid labels

Int checkBoard(char player)
        // checks the board for a win loss or draw
                Return -1 for loss
                Return 0 for draw
                Return 1 for win

Void playerMove(char player)
        // takes in user input
        // verify input, within scope and col not full
        // call fillBoard with it

Void cpuMove(char player)
        // randomly places a piece in a randomly chosen col
        // verifies if random is okay, else tries again
                // if time
                        // if cpu has 3 in a row, go for the winning move

Void fillBoard(int col, char input);
        // places piece on board on col
        // uses 'gravity' to determine where in col