Game
- board : Board
- playerList : List< Player>
- moves : List<Move>
- nextPlayerIndex : int
- winner : Player
- gameState : GameState
- winingStrategyList : List<WiningStrategy>

Board
- size : int
- grid : List< List< Cell >>

Player
- name : String
- playerType : PlayerType
- symbol : Symbol

Cell
- row : int
- col : int
- symbol : Symbol
- state : CellState

Symbol
- symbol : char
- color : String

Bot
- difficultyLevel : BotDifficultyLevel
- playingStrategy : BotPlayingStrategy

Cell State
EMPTY,
FILLED,
BLOCKED

GameState
IN_PROGRESS,
DRAW,
SUCCESS

Move
- cell : Cell
- player : Player

Bot Difficulty Level
EASY,
MEDIUM,
HARD

PlayerType
HUMAN,
BOT

(I) Wining Strategy
+ checkWinner(Player p, Board b)

ColumnWining Strategy — Row Wining Strategy — Diagonal Wining Strategy
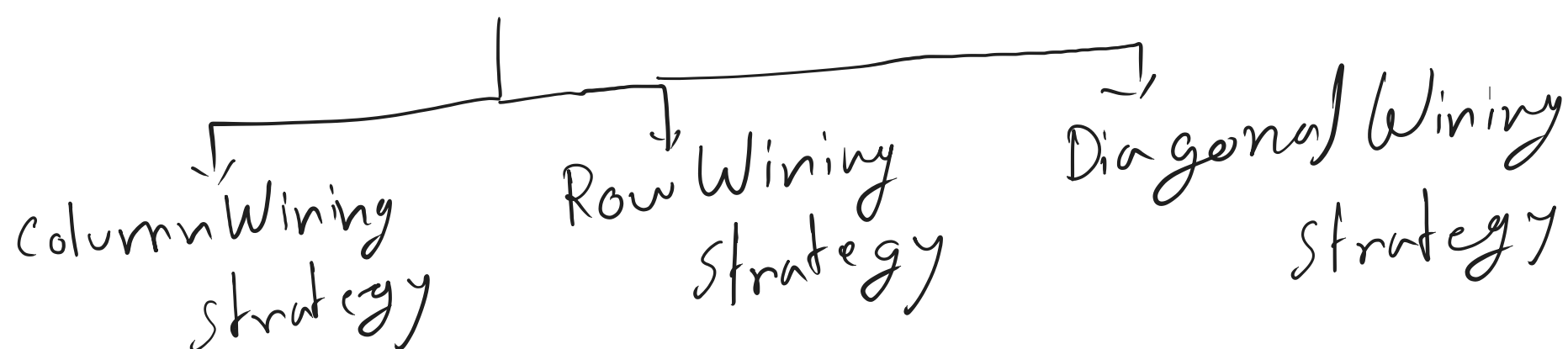
(I) Bot Playing Strategy
+ makeMove(Board b)

Easy Bot Playing Strategy — Medium Bot Playing Strategy — Hard Bot Playing Strategy