The game (tic tac toe)

- The game is played on a grid that's 3 squares by 3 squares.
- You are X, and your friend (or the computer in this case) is O. Players take turns putting their marks in empty squares.
- The winner is the first player to get 3 of his marks in a row (up, down, across, or diagonally).
- When all 9 squares are full, the game is over.

The Task

1. Basic version
   a. Build a tic tac toe game to play against the computer
   b. No need to implement winning logic (no need to calculate who is the winner)
   c. Let the user start the game with X, and the computer (server) will randomly put O in a random empty cell if such exists.
2. Bonus steps
   a. Show who is the winner
   b. Use your best UI design skills, and come up with a design that is responsive and looks good.

Tech

- Use ReactJS for the client side, with Typescript, rather than JS.
- Don't use images, the design should be simple, just like the image above
- Don't use UI libraries
- The server should implement a single POST API endpoint, that receives the current state of the game (array for example) and returns an updated state

- We will look at the quality of the code and the project structure (building block components, services, state management, styling, etc).
- Feel free to show your good UI design skills, with inventing a new design for this game.
- Please share a GitHub repository(ies)

this is it! Good Luck!! :)