

Project Title: Command-Line Tic-Tac-Toe Game

Project Description: Build a C++ program that allows two players to play a game of TicTac-Toe. The program should display the game board, handle player moves, check for a win or a draw, and provide an option to play again.

Steps you can Implement:

Game Initialization: Initialize the game board, typically as a 3x3 grid, and display it to the players. You can use a 2D array to represent the board.

Player Input: Implement a loop that takes player input for their moves. Ensure that the input is valid (e.g., within the board boundaries and not already taken).

Board Updates: Update the game board with each player's move, displaying X or O in the corresponding grid cell.

Win Condition: After each move, check if the current player has won the game. You'll need to implement logic to check rows, columns, and diagonals for three consecutive marks.

Draw Condition: Check if the game has ended in a draw (no available moves left on the board).

Game Loop: Create a loop that allows players to take turns until there's a winner or a draw. Display the updated board after each turn.

Game Over Message: Display a message when the game ends, indicating the winner or a draw, and ask if the players want to play again.

Input Validation: Implement input validation to ensure players enter valid moves (e.g., numeric values within the board boundaries).

Error Handling: Handle any potential errors or edge cases gracefully, such as players entering invalid input.

Documentation: Document your code, explaining the purpose of functions and variables, and provide clear instructions on how to play the game.