**TIC TAC TOES BEHAVIORS**

1. Set a page to reflect 3 rows and 3 columns
2. Create a board objects (nested space to validate clicks)
3. Set one player with single objects
4. Figure out how to make multiple clicks with one player
5. How to log the game to nine clicks
6. How to win with one player
7. How to add second player and his objects
8. Set clicks to alternate between O and X
9. Set separate player arrays to track players performance
10. Figure out how to limit the clicked box from not been clicked on again

prototype method for game object