Design the game pseudo code

1. First idea that comes to me is to think about functions that for sure I’ll need, so I would start there.
   1. Print the TIC TAC TOE per round (make it easy, simple to begin, thinking about printing lists) 🡪 input 2 list of Booleans (one per player) 🡪 output print one list, with X and O.
      1. Checked 5:19. Nice start but do faster!
   2. Check for winner, input 2 list of Booleans, do an effective check, think about directions: 3 horizontal, 3 vertical, 2 diagonal
   3. Function about, hey, I have to screw your choices (potential winners)
   4. Function about computer winning choice (could be just c. but input cpu history instead)
   5. Input functions and error handlings, choose an input for your selection, considering that there are places already selected! Initial player selection

Code flow

1. Input first player.
2. Start the loop (maximum n spaces or winner)
   1. Call computer choice or your choice. Each time you are asked for a choice the computer has already selected and you receive a print.

Start coding using a simple way! Just showing the prints and asking for the selections.

QUESTIONS

Better practice, should we put a lot of local names in function or keep the globals inside. Easier readability and change of naming!