

Required :Coding Test to write a game of Tic Tac Toe.

The game doesn't need a UI, can simulate moves through an API. Code should be written like a production ready code. Follow-up interview will focus on the logic written and neatness of code. You can send the code snippet in email or notepad.

1. Game should be written to support expanding the game board from 3x3 to something larger like 10x10. Also win criteria should be configurable too so that it can increase from 3 in a row to 10 in a row. Game board configuration should be separate from win criteria configuration.
2. Game state should be save-able and loadable. I should be able to reload a saved game and start playing from the saved state.