# Tic-Tac-Toe Redesign

* Design a remixed version of Tic-Tac-Toe. Write the rules down in as much detail as possible.
* Test this new version of Tic-Tac-Toe
* Write down the results of the test. Was it good? Was it a better or worse game? What worked well? What failed?
* Put the new rules and the results of the test in your Google Drive folder

# Clean Version

# Ruleset 1

* Each player gets a symbol
* One player goes at a time, placing one symbol
* Get 3 in a row to win

# Ruleset 2

* Each player gets a symbol
* One player goes at a time, placing one symbol
* First player to 3 in a row looses

# Results

* The game is more challenging than tic-tac-toe because of 3 dimensions
* The game is also a bit difficult to visualize because of 2D graphics limitations
* The game is a fair version of tic-tac-toe
* Game can have stalemate like original
* The 3 in a row version is biased towards the person who goes first

