Final Project Week 1 Design/Outline

1. User runs the code.
2. Window opens
   1. The tic-tac-toe grid automatically draws
   2. Instructions list opens to the side of the grid
3. Above the grid and the instructions, it should say “x’s turn” or “O’s turn” to keep it clear.
4. Player 1 clicks in any of the 9 boxes, and it populates with an X.
   1. If click is outside of the grid, pop up a message saying “please click in one of the boxes.”
5. Player 2 clicks in any of the remaining 8 boxes and that box populates with a O.
   1. If player either player clicks on an already populated box, an error message should pop up telling them to try another box.
6. Once either player 1 or 2 gets 3 in a row, a message saying “player 1” or “player 2” has won the game should pop up.
7. If all 9 boxes are populated without a winner, a message should pop up that says, “The game is draw, please try again.”
8. After either step 5 or 6 happens, there should be a message that pops up with instructions on how to start a new game if the players wish to continue.