Game Play Design

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| User | Program |
| Starts program | Creates window with message and game area.  Draw empty grid.  Show: Player X’s turn. |
| Player X clicks on empty grid square | Game draws an X.  Game switches players.  Show: Player O's turn. |
| Player O clicks on empty grid square | Game draws an O.  Game switches players.  Show: Player X's turn |
| Player X makes three in a row | Game shows Player X win message.  Game asks to play another game. |
| Player O makes three in a row | Game shows Player O win message.  Game asks to play another game. |
| Neither player makes three in a row and grid is full. | Game shows tie message.  Game asks to play another game. |
| Player clicks on a filled square. | Show: Choose empty space.  Game waits for a proper play. |
| Player clicks outside grid area. | Show: Click in game area  Game waits for a proper play. |
| Player types y when asked to play another game. | Game undraws all filled spaces.  Game sets player to X.  Show: Player X's turn. |
| Player types n when asked to play another game. | Show: Thanks for playing message.  Closes window. |
| Player types other than y or n when asked to play another game. | Show: Type y or n to continue.  Game waits for proper respones. |