Game Play Design

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| User | Program |
| Starts program | Draw empty grid.  Show: Player X’s turn. |
| Player X clicks on empty grid square | Game draws an X.  Game switches players. |
| Player O clicks on empty grid square | Game draws an O.  Game switches players. |
| 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. | Nothing happens.  Game waits for a proper play. |
| Player clicks outside grid area. | Nothing happens.  Game waits for a proper play. |