User Interface Design

Screen elements:

* Title in window bar
* Grid for playing field. Created by setting the background of the window to black, overlaying two white rectangles for the message area and play area, and then creating a grid by drawing four lines. 
* An area reserved for text display:
* Whose turn it is.
* Displaying a win message or a tie message.
* Asking user if they want to play another game.

The text area will show whose turn it is by showing a message. When a game is won or tied, a message will appear for the players to choose to play another game.

Messages to be displayed:

* It’s Player X’s turn.
* It’s Player O’s turn.
* Player X wins!
* Player O wins!
* It’s a tie!
* Play again? (y/n)
* Error messages:
* Please type 'y' or 'n' to continue.
* Please click in the grid below.
* Please choose an empty space.