User Interface Design

Screen elements:

* Title, maybe?
* Grid for playing field created by thin rectangles
* An area reserved for text display:
  + Whose turn it is.
  + Playing another game.
  + Who won/It’s a tie

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 won the game!
* Player O won the game!
* It’s a tie!
* Do you want to play another game? Y/N