Tic-Tac-Toe

Game experience:

1. Played by two players on the same screen, for now
2. First, users are prompted to input their name for either X or O
3. Game will start with team X clicking on one of 9 spaces.
   1. SETUP:
      1. Define variables
         1. Game\_over = false
         2. winner = “winner”
         3. current\_turn = “X”
   2. Run Method PLAYON = player clicks a space and the space enters their letter, then checks to see if the player won. If not, then change value of current\_turn and run PLAYON again.
      1. On click, an X will appear in the space UNLESS the space is already occupied
         1. NOTE: The space is an object. On click, run IF LOOP: if space is not blank, end the loop and alert user that the space is occupied. Otherwise, set the object to X or O. Then run method CHECK and SWITCHTURN.
   3. Method CHECK = check for all 8 combinations of win. If so, set winner value to letter of player whose turn it is. Game\_over to true.
   4. Method SWITCHTURN = If Game\_over is true, then puts “Player #{winner} wins!” Else
   5. Turn will switch to next player unless check switches win value to x or o. if so, then return the new check value as “Player \_\_\_ wins!”