- Testing
    - Plan
        - Make sure all boxes are clickable
        - Make sure anything outside of boxes don't register anything
        - Make sure there is a response for every action
        - Make sure 3 adjacent crosses or circles equate to a win
        - Make sure the same boxes can't be clicked twice.
        - Make sure start game button starts the game
    - Bugs
        - The O only completes for a maximum of 3 times.
        - You can click on the same box at multiple times and have it still register as a click
        - The winner message is incorrect
        - You can override a box that's already filled in simply by clicking on it.
        - Circle sizes are not consistent.