

## Objective

- The primary objective of this test is to build a small RESTful API allowing users to play Tic-Tac-Toe.
- The API should be accessible from any API client (cli/curl, Postman, etc).
- The API should allow for multiple games to be played simultaneously.
- The API should return proper responses for illegal moves and victory.
- The API should not require authentication.
- The secondary objective is to showcase your knowledge and ability to build & design the back-end of a web application. If time is an issue, include some notes on how you would improve the API in the future.
- If you don't want to waste time implementing the trivial logic of a Tic-Tac-Toe game (like detecting the end of a game), which is perfectly fair as this implementation is not the focus of the test, you can use a third-party library - like [this one](#) - for that part.

## Requirements

- The application must be implemented in Python 3.7+, and must run on any environment that has such a version of Python installed.
- The games must be stored in a SQLite database.
- The use of any other technology, tool, library or framework is up to you. Note that these choices will factor into our evaluation.
- Deliver your submission in a .zip file, with instructions on how to run & use it in a README file. Make sure it can be run as easily as possible, as that will factor into our evaluation.
- Even though the test is a trivial Tic-Tac-Toe, try demonstrating the use of some coding best practices while implementing it, and explain them in the README.