

Requirements:

Possible classes: Game, GameBoard, Player, GameGrid, RestartButton, StatusPanel, ScorePanel.

1. I want to play a standard **3x3 Tic-Tac-Toe** game, where Player X and Player O take turns placing their marks on the grid.
2. Once a move is made, I expect the game to **alternate between Player X and Player O** without delays.
3. I want the game to detect a **win condition** if three of my marks (X or O) align horizontally, vertically, or diagonally. In case all cells are filled and there is no winner, I expect the game to announce a **draw**.
4. The game should have a **Status Panel** that informs me whose turn it is (Player X or Player O).
5. After the game ends (either a win or a draw), the **Status Panel** should display the appropriate message, such as "**Player X Wins!**" or "**It's a draw!**".
6. At any point during the game, I want the ability to **restart the game** without clearing the scores, so I can immediately start a new match. The grid should be reset, but the **players' scores should persist** from previous matches. A visible **Restart button** should allow me to easily restart the game.
7. I want the game to keep track of how many times each player has won. The scores should be displayed on a **Score Panel**, showing both Player X's and Player O's scores. The scores should be updated every time a player wins and should be visible throughout the game.