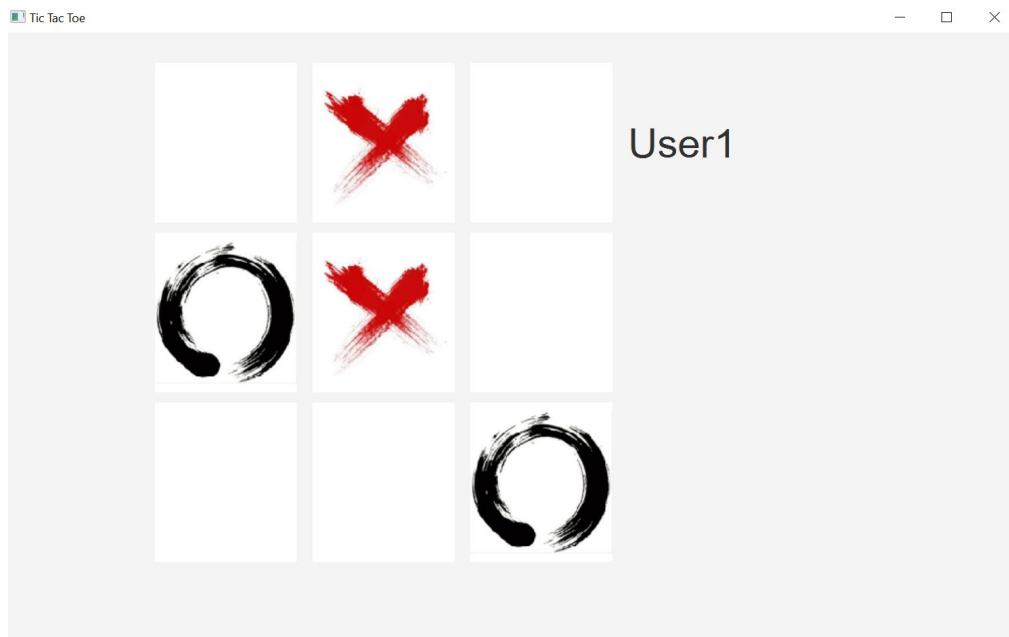


## Screenshot

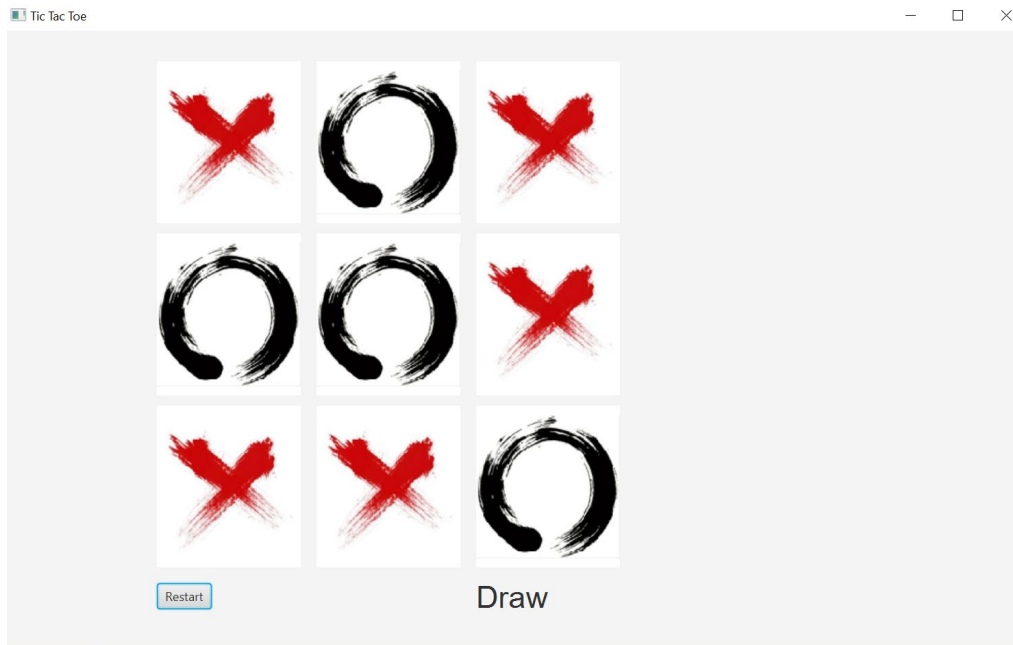
User 1 turn:



User X win example:



Draw Example:



## Solution approach

- Use gridpane to setup overall UI. Create component inside including canvas, restart button, user1, user2 turn, images etc.
- Create 2D array to keep track of each grid status and set eventListener to wait for user interaction.
- Upon click event, label in gridcomponent will update its image
- Before each click event, the system check the game status:
  - Unfinished
    - Check who's turn and draw new image based on user's click
  - Finished
    - Draw: display draw
    - X win: display X win
    - O win: display O win
    - Display restart button
- The win check algorithm is tedious but simple: check all rows, columns, and diagonal every time after new click. Return winner if ones win (X or O).