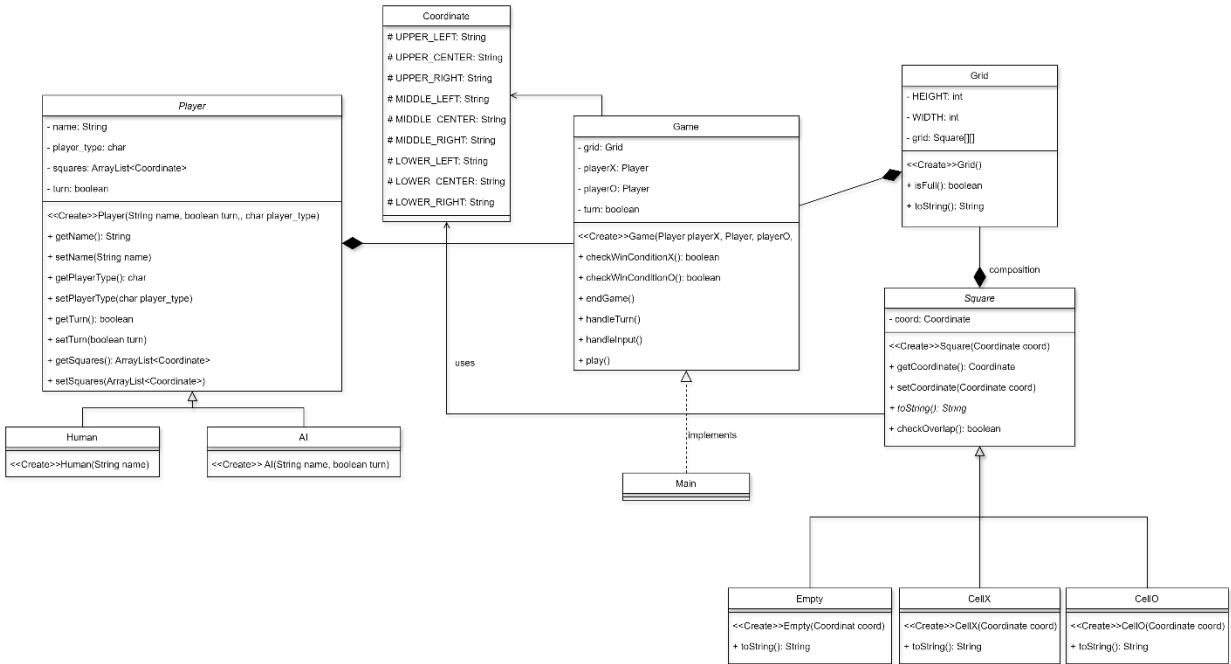
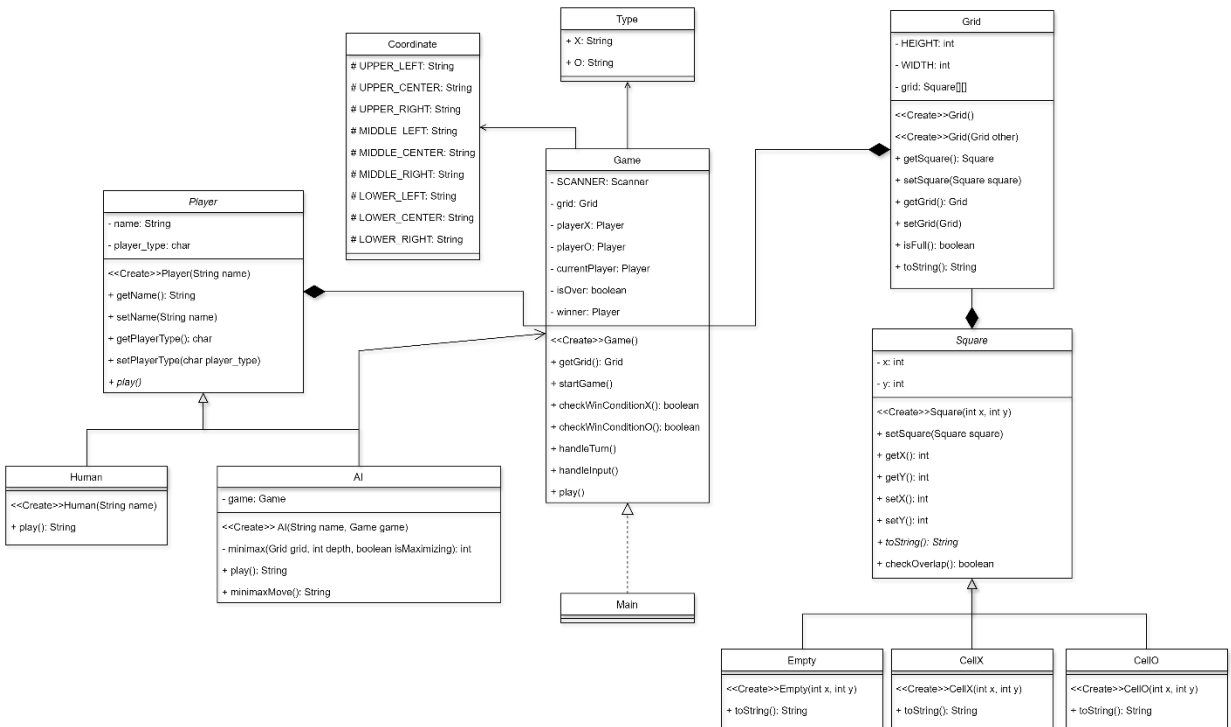


Old UML Diagram:



New UML Diagram:



Updates:

1. I changed from the coordinate unit (e.g., "A1", "C3") to an x-y coordinate unit. That seemed easier to handle since the grid will use them and it's simpler. We treat the coordinate input when we receive to work with the x-y coordinates to reduce the complexity of the solution.
2. Deletion of the ArrayList to each player to save their coordinates. We treat the winning scenario in the Game class.
3. Transfer the turn marker to the Game class instead of the players since it's a game attribute.
4. Addition of a Type class to save the X and O along with their respective colors for clarity and visibility.
5. Addition of the missed play function for the Player, Human or AI. Addition of the Minimax algorithm for the computer to be smart and compete for the win instead of a random value.
6. Change of the constructor for class Game by removing its parameters and creating a new initialization method startGame() to make it more object oriented and for clarity.
7. Addition of a Scanner attribute to the Game after encountering issues with the input handling function.