Code Challenge Notes

- The game will be played on a three-by-three 2d array
- Conditions will need to be set that indicate a winning outcome. The conditions will only be relevant at turn five because it is not possible to win prior to that.
- Following all nine turns there needs to be closing statements if there is not a winner decided.
- Now that I'm about out of time I do want to say a couple things I wanted to add for this project are a more randomized selection for the computer other than it just taking the first available spot in the array, and that my check function would have been more developed for the player. At its current stage if the player chooses a part of the array that has already been filled it will continue the player's turn but takes one turn off the total turns left in the game. I have some ideas to fix these problems but just ran out of time.
- Overall, it was a fun project though!