

Noughts and Crosses aka Tic tac toe

Create a Noughts and Crosses (aka Tic Tac Toe) game from scratch where the computer plays against itself. You have 48 hours to provide your solution - see note below regarding GitHub.

Non functional requirements

- A console application
- Tests
- Readme
- GitHub repository containing your code

Features

The software should:

- play a game of tic-tac-toe between two computer players
- display the game board at the start of the game and ensure it is updated after every move
- prompt the user to begin the game
- make random moves by each player
- pause for one second before updating the game board between moves
- offer to run another game at the end of a game
- display the result of the game at the end of the game

Notes

The code should be production ready and reflect how you work professionally. We are looking for clean, elegant, easy to read and understand code. Where you make tradeoffs, comment and explain.

We would like you to exhibit SOLID principles, Design patterns where appropriate and tests that illustrate how the application works according to the Feature Specification. We are looking for code that demonstrates highly cohesive objects and loose coupling.

Please note that submissions not via github will not be considered.