User Feedback on tic tac toe game and interface (mostly interface)

Feedback from Sam Hansen and Matt Maree.

* Don’t use an alert as it is too jarring
* Change background colour to be more visually appealing and to differentiate the board form the rest of the page
* Recognition of issue with alert for game over coming before move
* Add a 1-2 sec wait before computers move and change computer to have it win
* Update the your move widget to display when it is the computers move
* Unsure about how to start as page loads without explanation that you are free to click a square
* Unbeatable, it is not fun

Additionally they couldn’t tell on prototype 2 which pawn was which (black or white) and so I will experiment with using different fronts to make it more obvious and slightly changing the squares background colour (so they are not invisible).