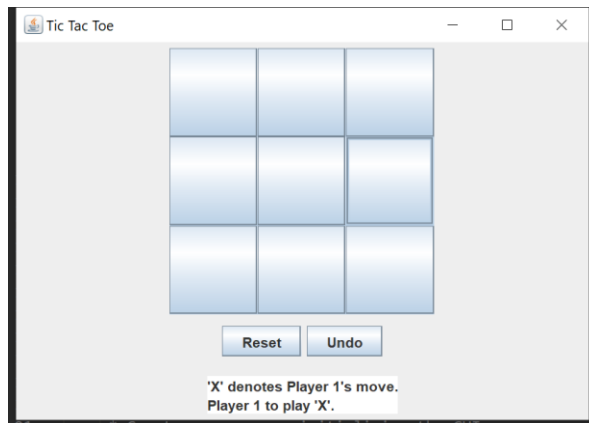


### Model:

- Use a stack to store the moves by each player and array-like structures to store the game states which include the current state and historical states for TicTacToe. Within the nature of stack, a simple pop() should work.
- It is significant to keep track of each turn and added to move to history as long as it is being made.

### View:



- Design an "undo" button alongside within the "reset" area the board for clear UI. But do aware of the risk that the player might click reset accidentally which cause the game progress gone.
- As long as there are no additional moves, blocks not occupied by the player move nor a winning state has been determined, the "undo" button should be disabled for players to interact.

### Controller:

- The controller acts as an intermediary between the model and the view which receives input from view and always updates the model accordingly. It also updates the view based on the changes in the model.
- It needs to track of the moves left and which moves could be undone.
- Every time it needs to revert the game state to previous one once "undo" is triggered.
- The method should be added in the controller once "undo" including add\_move(), undo\_move().