

Initial Design

Classes

- gameInput
 - Interacts with the Google Speech Recognition API to parse user speech inputs and convert them to interpretable data.
 - Outputs multiple prompts to the user, such as: “You win!”, or “Make Your Move!”
- Canvas
 - Draws the game board
- GameRunner
 - Contains representation of game board as data
 - Checks to see if the user’s move is legal
 - Checks for the win condition
 - Performs computer player move