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