

## **User Stories**

- As a player, I want to be able to place an X or O, so I can play Tic-Tac-Toe
- As a player, I want to be able to see the tic-tac-toe grid, so I can view the locations of the X and O's
- As a player, I want to know when one of the players has won, so I don't have to check after each turn
- As a player, I want to know if there has been a tie, so I don't have to check if there has been a tie
- As a player, I want to know whose turn it is, so I know who has to place an X or O
- As a player, I want to know if I placed my marker on a spot that was already claimed, so that both players don't place their marker on the same spot.
- As a player, I want to know if I placed my marker outside of the grid, so I don't place my marker outside of the playable grid
- As a player, I want to be able to play again after the game ends, so I can play more games without starting the program again

## **Non-Functional Requirements**

- Must have a grid
- Grid size must be 8 x 8
- 5 in a row constitutes a win
- System must be coded in Java
- System must be able to run on Unix