introduction() function (we decided to have it as an individual function for organization):
Have you heard of Tic Tac Toe? Tic Tac Toe is a game where two players, each taking an "X" or "O", take turns marking spaces in a 3 by 3 grid. The player who succeeds in placing three of their marks in a horizontal, vertical, or diagonal row is declared the winner. It is a solved game with a forced draw assuming best play from both players. Here is how our version of Ultimate Tic Tac Toe differs from the regular thing — instead of needing to win a 3 by 3 grid, Ultimate Tic Tac Toe introduces a new 3 by 3 grid. However, this time, instead of filling in "X" and "O", the spaces are filled up with a 3 by 3 grid (making it a 9 x 9 grid overall), which the players will need to win before getting their "X" or "O" on the overarching board.

Tutorial itself (found in the tutorialprint() function):
Each small 3 × 3 tic-tac-toe board is referred to as a local board, and the larger 3 × 3 board is referred to as the global board. Local boards are separated by double lines. We have a condensed global board (condensed board), which is printed below the global board. Press RETURN to continue.
cin.ignore();
cin.get();

The game starts with X playing wherever they want in any of the 81 empty spots. The global board is labeled with numbers 1-81, which players type into the console to make their moves. Press RETURN to continue.
cin.ignore();
cin.get();

This move "sends" their opponent to its relative location. For example, if X played in the top right square of their local board, then O needs to play their next move in the top right local board. O can then play in any one of the nine available spots in that local board, each move sending X to a different local board. Press RETURN to continue.
cin.ignore();
cin.get();

If a move is played so that it is to win a local board by the rules of normal tic-tac-toe, then the entire local board is marked as a victory for the player in the condensed board at the bottom. Press RETURN to continue.
cin.ignore();
cin.get();

Once a local board is won by a player or it is filled completely, no more moves may be played in that board. If a player is sent to such a board, then that player may play on any other board. Press RETURN to continue.

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cin.ignore();
cin.get();
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Game play ends when either a player wins the global board or there are no legal moves
remaining, in which case the game is a draw. Press RETURN to continue.
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cin.ignore();
cin.get();
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