project.py

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```python
import random
def initialize_board(size):
    return [["-" for _ in range(size)] for _ in range(size)]

def print_board(board):
    for row in board:
        print(" | ".join(row))
    print()

def check_winner(board, size):
    for row in board:
        if len(set(row)) == 1 and row[0] != "-":
            return row[0]
    for col in range(size):
        if len(set(board[row][col] for row in range(size))) == 1 and board[0][col] != "
            return board[0][col]
    if len(set(board[i][i] for i in range(size))) == 1 and board[0][0] != "-":
        return board[0][0]
    if len(set(board[i][size - i - 1] for i in range(size))) == 1 and board[0][size - 1
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    if len(set(board[i][size - i - 1] for i in range(size))) == 1 and board[0][size - 1
        return board[0][size - 1]
    return None

def play_game():
    size = int(input("Enter board size (e.g., 3 for 3x3): "))
    board = initialize_board(size)
    players = ["X", "O"]
    turn = 0
    while "-" in [cell for row in board for cell in row]:
        print_board(board)
        player = players[turn % 2]
        print(f"{player}'s turn.")
        row, col = map(int, input("Enter row and column (e.g., 1 1): ").split())
        while board[row - 1][col - 1] != "-":
            row, col = map(int, input("Invalid move. Enter again: ").split())
        board[row - 1][col - 1] = player
        winner = check_winner(board, size)
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            board[row - 1][col - 1] = player
            winner = check_winner(board, size)
            if winner:
                print_board(board)
                print(f"{winner} wins!")
                return
            turn += 1
        print("It's a tie!")

play_game()

```