User stories - Tic Tac Toe

Game board creation:
+ as a player, I want to be able to launch the game and see an empty game board

Game play:
+ player (X) always starts
+ I am prompted with a move
+ when I select a move, my marker (X) will be put on the board

+ When I have made a move, after 2 seconds computer will have a random move placed on the board with its marker (O)

+ When a player (user or computer) makes a move, which results in three same squares in row, column or diagonal, the game is over

+ When the game is over and there is a winner, status is shown with the winner. Otherwise, status will show "it is a draw"

+ When a player (user or computer) makes a move, which was the last empty spot on the board, then the game is over

+ When I try to make a move and it's not my turn, I am alerted to wait for my turn

+ When I try to make a move to an occupied square, I am not allowed to.

Optional features:
+ At the start of the game, I am assigned a random marker (X) or (O). (coin toss)
+ When my marker is (X), I will be prompted to make the first move
+ When my marker is (O), computer will make the first move (X)
+ At the start of the game, I will be prompted to select a player mode (player vs player, player vs computer)