1. While game is not over, make player and opponent move
   1. On first turn only, randomize who will go first.
   2. Ask user for his or her name and greet them.
   3. Print the board.
   4. Another while loop that keeps going while the game has not had a draw or win.
      1. Users turn, allow user to move and print board.
      2. If player has not won, it is opponents turn. Opponent moves itself with randomize object and board is printed.
   5. Print out appropriate message for winner.
   6. Ask user if they want to play again. If they don’t, terminate game. If they do, start game over.