Variables	DataType	Comment
P1Name	String	To store the players names
P2Name	String	To store the players names
PlayerTurn	Boolean	To check whos turn it is player 1 or 2
Data Structures	Type of structure	Comment
positions	dictionary	To store positions of each player positions and to display the grid
draw()	function	Draws the grid
win()	function	Check if anyone has one the game.

The players will interact with the grid by writing 1-9 in the console, which goes in the order of 1-2-3
4-5-6
7-8-9

Test Num	Description of Test	Test data	Expected outcome
1	Testing if player1 can win horizontal		
2	Testing if player1 can win vertical		
3	Testing if player1 can win diagonal		
4	Testing if player2 can win horizontal		
5	Testing if player2 can win vertical		
6	Testing if player2 can win diagonal		
7	If it's possible to draw		