Functional Requirements:

As a player, I can set the number of rows and columns of the game board so that I can customize my own game.

As a player, I can set the number in a row to win so that I can customize my game to my liking.

As a player, I can choose a multiple number of players to play the game with me so that I can play with all of my friends.

As a player, I can enter a game token to represent me on the gameboard so that I can track pieces that belong to me.

As a player, I can choose a fast game board or a memory efficient gameboard so that I can play the best version of the game for me.

As a player, if I enter any invalid input I can re-enter until valid so that I will not miss my turn in the game.

As a player, I can view the game screen so that I can see positions taken and by whom.

As a player, I can enter a location that I can insert at so I can play.

As a player, I can win, lose, or draw so that I can fully have played a tic tac toe game.

As a player, I can view the game screen update incrementally as a position has been placed so that I can keep track of the game.

As a player, I can see who won, so I can know whether I won or lost.

As a player, I can see the coordinates of locations on the gamescreen so that I can insert into an accurate location.

As a player, If I enter an invalid location I can try again so that I do not lose a turn.

As a player, I can choose whether to play again or not so that I can keep playing or quit the game.

Non-Functional Requirements:

The program will be written in Java.

Game screen should be easily readable.

Gamer rows and columns should be labeled.

A makefile should be included.

Program should run efficiently and quickly.

A memory efficient implementation is provided.

A fast implementation is provided.