Use Case Descriptions (Tic-Tac-Toe Game)

Use Case 1: Start a new tic-tac-toe game

Use Case 2: Make a move

Use Case 3: Handle invalid moves

Use Case 4: View Rules

Use Case 5: Detect condition for game over

Use Case 6: Display a winner/loser or draw

Use Case 7: Quit Game

Use Case 8: Restart Game

Use Case 9: Use in-game chat

Use Case 10: Display Stats