


As a player
I want to visualize the TTT board
So that I can think about my move



Simply printing
ASCII to a
terminal is fine

**As a player
I want to play an X in whatever square
So that the game can proceed**

Feel free to
represent the
board in whatever
way you want
It's okay to allow
invalid moves for
now

**As a player
I want to play a O in any square
So that the game can proceed**

Don't need to
model a turn
system

**As a player
I want to be stopped when I play in an
occupied square
So that I can play legitimate moves**

No need to care
about being user-
friendly

Feel free to
explode in a witty
way for now

**As a player
I want to know when one of the two
players won
So that we can stop playing**

Simply being able
to detect a win is
enough

**As a player
I want to know when I play an invalid
move
So that I always play legitimate moves**

Did you know
tic-tac-toe is
also known as
tit-tat-toe?

**As a player
I want to play on a 4x4 board
So that I can have even more fun**

On a 4x4 board
the goal is to align
4 symbols

Existing
functionality must
remain!