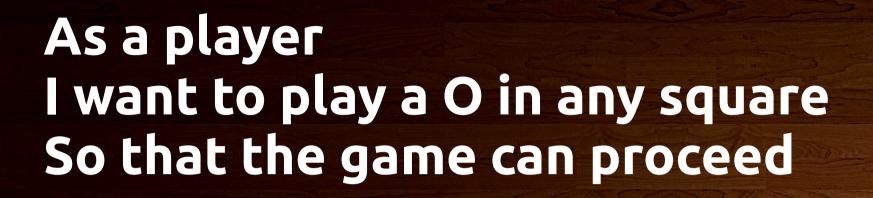


Simply printing ASCII to a terminal is fine

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



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



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!