* what HTML elements will you use to create a board?
  + Create individual unique <div> for each square on the board
  + Use a span inside of the div that can be assigned the O or X when clicked on
  + Total of 9
* how do you keep track of the board state?
  + Use a counter to count down the number of moves taken.
* how do you keep track of whose turn it is?
  + Alternate. Max moves per game is 9.
* how do you know if player is selecting a valid move?
  + Validate the board if the position is already taken or not
* how do you know when a user has won?
  + 1 of the 8 combinations has been met.
* how do you count diagonal wins?
  + Turn the board into a linear field and work
* what about ties?
  + After 9 moves game ends regardless of win, lose or tie

There is only a total of 8 possible combinations to win. If board combination matches one of those. Game over