Tic Tac Toe Multiplayer Implementation

For this project we are going to be creating a turn-based two-player multiplayer Tic Tac Toe Game. The multiplayer implementation is going to be turned based back and forth Game that keeps switching from 1 player to the next, Until you reached the max number of turns or the Game code indicates that you have a winner. Using this type of multiplayer implementation we will be using a single shared game space that is passed between the players.

      First, the first player is going to join the game, this player is going to be player X, the second player to join is going to be player O. If one of the players is not in the game then the server will wait and output a message that you are waiting for a player .After both player x and player o are filled we move on and depending on what player the game picks to go first that player will go. It will keep on going back and forth until any of the 3 outcomes happens, one player x wins, two player o wins, Or three no more moves left and the match is a draw. Lastly, if the players want to play again is asks on player and then the next and if yes the match restarts, if no then the game is closed