

# The Game

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Develop the classic game Tic-Tac-Toe

## Show your work

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1. Create a Public repository
2. Commit each step of your process so we can follow your thought process.

## What to build

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The following is a list of items (prioritized from most important to least important) we wish to see:

- Design and implement a documented RESTful API for the game (think of a mobile app for your API)
- Implement an API client library for the API designed above. Ideally, in a different language, of your preference, to the one used for the API
- The game is to be played between two people (in this program between HUMAN and COMPUTER).
- One of the player chooses 'O' and the other 'X' to mark their respective cells.
- The game starts with one of the players and the game ends when one of the players has one whole row/ column/ diagonal filled with his/her respective character ('O' or 'X').
- If no one wins, then the game is said to be draw.
- Persistence
- Time tracking
- Ability to start a new game and preserve/resume the old ones

## Deliverables we expect:

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- URL where the game can be accessed and played (use any platform of your preference: heroku.com, aws.amazon.com, etc)
- Code in a public Github repo
- README file with the decisions taken and important notes

## Time Spent

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You do not need to fully complete the challenge. We suggest not to spend more than 5 hours total, which can be done over the course of 2 days. Please make commits as

often as possible so we can see the time you spent and please do not make one commit. We will evaluate the code and time spent.

What we want to see is how well you handle yourself given the time you spend on the problem, how you think, and how you prioritize when time is insufficient to solve everything.

Please email your solution as soon as you have completed the challenge or the time is up.