# Game Play Design

Controller calls view to draw the board >> controller calls view to get click from user and define what cell it’s in, view returns cell value to controller

Controller then passes that cell to model for verification and placement >> model send back "yes the space is clear" to controller

Controller then tells the view to draw the player symbol into the cell selected

Controller then switches players and continues game play

If a winner is determined, or if there is a draw, game play is ended and the user is prompted with a message telling them to click to play a new game.