# UI Design

**What does the board look like in the window?**

* Coordinates are set to (0,0,8,8) and the outline of the grid is created with a Rectangle set from Point(1,1) to (7,7)
* Inside the grid, there are 9 cells, each spanning 2 x 2 cells.
* Outside the perimeter of the grid lies some padding between the grid and the outer edges of the window – for messages and aesthetics.

**How does the game communicate with the user and what messages will be used to communicate with the user?**

* By a setMessage method in the View, messages are displayed to the user to let them know who has won, whose turn it is, whether there is a draw, and to ask if they’d like to play another game when finished.