TIC TAC TOE 2.0

We want to bring the pen-and-paper game Tic-tac-toe to the digital age, but with a little twist: the size of the playfield should be configurable between 3x3 and 10x10. And we also want the symbols (usually O and X) to be configurable.

General Rules: https://en.wikipedia.org/wiki/Tic-tac-toe

The user will play against the computer. Who is starting is random. In and output should be on the console. After each move, the new state of the playfield is displayed and the player can enter the next position of their character. The next position should be provided in a format like 3,2. Invalid inputs are expected to be handled appropriately.

Requirements:
- Use the programming language you feel most comfortable with
- The game takes 3 inputs:
    - Size of the playground. Valid values are between 3 and 10.
    - Play character 1 and 2:
        - A single character for the human player
        - A single character for the computer
- These configurations can be either provided via the console or a file.
- Software design is more important than a highly developed AI

Rules:
- You may use external libraries only for testing or building purposes e.g. JUnit, Gradle, Rspec, Rake, GulpJS, etc.
- Please provide an explanation how to run your code
- Please explain your design decisions and assumptions
- Don't include executables* in your submission.
- Please write your solution in a way, that you would feel comfortable handing this over to a colleague and deploy it into production.
- We especially look at design aspects (e.g. OOP) and if the code is well tested and understandable.

* this includes: asp, bat, class, cmd, com, cpl, dll, exe, fon, hta, ini, ins, iw, jar, jsp, js, jse, pif, scr, shs, sh, vb, vbe, vbs, ws, wsc, wsf, wsh & msi