

initially, positions UI buttons in correct places on board
→ Give identifiers in arrays/lists as co-ords

↓
determine where to put random squares

→ Black
→ Saugle
→ Torogle

→ a coordinate (AI, C3)

↓
tell the found squares to become their set states (AI becomes black)

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Squares are ready for gameplay

→ Gameplay begins.

↓
user chooses square. → square at co-ords is notified.

↓
Other user chooses square
→ this square has sense of if it is already used, sends response back to determine if the user needs to take another turn

↓
after each move, program checks if any move are 3 in a row.

