Project -- Tic-Tac-Toe

The aim of the project is to create an application to play Tic-Tac-Toe against our common foe, the Bot.

Epic – Provide the ability to play a game of tic-tac-toe against a bot

User Stories—

1. As a user I want to have a grid of 9 to play the game so that I can enjoy a game of tic-tac-toe
   1. Acceptance Criteria-
      1. Given a user is playing the game, then he is presented with 9 grids
2. As a user I want to be able to start the game in any of the grids, so the user get the first choice
   1. Acceptance Criteria-
      1. Given a user has started playing the game, the game should wait until the user has chosen his first grid
3. As a user I want the bot to make its move based on the move I just made so that I can continue playing the game
   1. Acceptance Criteria-
      1. Given the user has made his move, then the bot takes over and makes a move keeping in mind the rules of the game as described here, https://en.wikipedia.org/wiki/Tic-tac-toe
4. As a user I want to play the game until it ends in a Win, Loss or Draw
   1. Acceptance Criteria-
      1. Given the user has made his move, then he and the bot continue to play until the game is ended in a Win, Loss or Draw for the player or the bot
5. As a user I want to have the ability to restart the game
   1. Acceptance Criteria-
      1. Given the user has finished playing the game, he then has the ability restart the game

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