Blatant concerns

* No handling of edge cases
  + Problem: If a user accidentally enters anything other than 0-8, the program fails
  + Solution: Add error handling that notifies user of mistake and allows them to re-enter input
  + Suggestion: While loop that repeats as long as spot is not contained within the *board* array. Change spot to a string to accept bad input and throw error if input is not 0-8.
* Game ends after one run through
  + Problem: After one run through the code exits abruptly and does not give the option to repeat
  + Solution: Give player the option to replay or exit after a game over state is triggered
  + Suggestion: Add a while loop to the main function that gets user input after the game is over. If the user indicates they wish to play again, repeat. If not, exit the loop and end the program. Note: The board will need to be reset before the game is played again.