* **Basic Game Functionality:**
  + Verify that the game initializes correctly.
  + Test if the game board is displayed properly.
* **Player Input Validation:**
  + Test if the program correctly handles invalid inputs (e.g., inputting a non-numeric value, entering a position that is already occupied, entering a position outside the board range).
* **Game Logic:**
  + Test if the game correctly identifies a win condition (horizontal, vertical, diagonal) for both players.
* **Robustness Testing:**
  + Introduce unexpected inputs or simulate unusual user behaviors to see if the program crashes or behaves unexpectedly.