Time results for setting up and processing n x n tic tac toe games

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Abstract

Figuring out measuring time in haskell using criterion for setting up
and processing n x n tic tac toe matrices for a 2 player game.

1 Program Summary

My program creates a new data type called Player which takes values of O,X or
B.
Upon receiving the size of the grid from the user it creates a list which contains
the   data   for   each   row   as   separate   list   elements.
The function gameloop prints the Playgrid and calls another function which
checks for win/draw conditons and continues the game if none of the conditions
are true. My program then replaces the blank player value with the Player type
when it receives the position from the user.

2 Program processing time

Using timeIt module to measure function run-time. It measures the CPU time
required for the game from start to finish.