TicTacToe
This game is different from the original here we can have multiple players.

Requirement Gathering:
Non persistent system
Size of the board will be N x N
Total number of players will be N-1
Each player will have unique symbol >> this will be chosen in the beginning of the game
Player signs should be unique
The game will have bot player as well
Only 1 bot per game
Bots can have different difficulty level
Anyone randomly can start the first move

How will the game end?
Winner fill satisfy any one of the below conditions:
     All cells of a row
     All cells of a column
     All cells of diagonals
     All 4 corners
Draw : if no winners in the game and the board is full then it is a draw.

No one can exit the game in between

Undo:
Multiple undo is possible
Any player can undo the moves and they can undo only their last move.

Show replay of the game

Check for winner after every move

GAME DESIGN CHECKLIST:
1. Board >> size and initialization
2. Leaderboard >> maintain list of top winners
3. Tournaments
4. Pause and resume => buttons
5. Timers
6. Exit game button
7. Undo
8. Replay
9. Game start and game end
10. Strategies to find Winner and runner up

How to implement undoing a feature?
We will save the boards and the moves