Android Task II:

Implement a simple tic-tac-toe game in Android. The app should use Firebase as its backend to store the game status and the results so that the two players can play the game in real time on different devices. It should also show a simple dashboard which shows players results such as no. of wins/loses.

Rules of the Game:

1. The game is to be played between two people.

2. One of the players chooses ‘O’ and the other ‘X’ to mark their respective cells.

3. The game starts with one of the players and the game ends when one of the players has one whole row/ column/ diagonal filled with his/her respective character (‘O’ or ‘X’).

4. If no one wins, then the game is said to be a draw.

Requirements:

• The application must use either MVP or MVVM as architecture.

• Unit tests must be provided.

• Use ConstraintLayout if applicable.

• Use BitBucket or any other private GIT Repository to host the code.