Initial Screen:

Steps	User's Action	System Response
1	User start the game.	The initial screen of the game displays two buttons to select the style of the board
2	User select the first button	
3		The screen displays the board of the style 1
4	The first player plays the first move	
5		The first player is assigned X and the selected square is displayed with X.
6	The second player then continues the game by selecting any one of the remaining squares.	
7		The second payer is assigned 0

Variations #1:

1.1 Start at step 2

1.2 The user selects the second button

1.3 The screen displays the board of the style 2.

1.4 Continue with step 4

Select style of game:

Steps	User's Action	System Response
1	User presses button corresponding to style of board	
2		Board visual is assigned to selected style
3		The selected board is displayed and the game starts.

Undo a selected move:

Steps	User's Action	System Response
1	User selects undo button	Board state reverts back to one previous selection
2	User is given chance to select again	Undo button disabled
3	User finalizes selection and selects another square.	Board state is updated corresponding to selected square
4		Undo Button enabled
5	Second player plays his turn.	Undo count set to zero.

Variation #1

1.1 Start at 1

1.2 The user selects the undo for the fourth time.

1.3 The system displays that the undo limit has been reached and cannot undo now.

1.4 Continue with 5.

Variation #2

2.1 Start at 4

2.2 The user selects the undo button.

2.3 Continue with 1

Player wins game:

Steps	User's Action	System Response
1	User selects winning move i.e three Xs or Os in row	Board is checked to be in winning state
2	User wins match	All squares are disabled and the player is announced as the winner

Variation #1

1.1 Start at step 1.

1.2 The user does not make the winning move.

1.3 The game is tied and the tied screen is displayed.

The game is tied:

Steps	User's Action	System Response
1		The board is not in the winning state and the screen displays that there is no winner.

2		The restart button is enabled.
3	The user selects the restart button.	
4		All squares are disabled and the initial screen is displayed again.