**## Expectations**

\* The code should be working and functionally correct

\* Good software design practices should be followed:

\* Code should be modular, readable, extensible

\* Separation of concern should be addressed

\* Project structured well across multiple files/ packages

\* Write unit tests

\* No need of GUI

**## Problem Requirements**

\* *Board* can be of any NxN size.

\* There can be two *players*.

\* Each *player* will be allotted a symbol.

\* The *symbol* can be one of O and X.

\* The *players* can be either *humans* or *bots*.

\* Each *human* player will have a name, email and profile image.

\* Each *bot* player will have a difficulty level.

\* Any random *player* can start the *game*.

\* Then the *players* will take turns alternatively.

\* The *player* with any consecutive N symbols in a row, column or diagonal wins.

\* If the *board* is full and no player has won, the game is a draw.