**Project Requirements:**

1. Draws the board for users to see while playing TTT
   1. Numbered cells for player to pick easily
2. Two player game
3. After every move, reprint game board to ease user readability
4. Asks the user every turn to input a cell number
   1. After the number is picked, the corresponding cell will change to either X or O depending on the turn
   2. Then the program will check for a win
5. After a user achieves three matching characters, the computer will end the game and print the winner
   1. Optional: Request for a new game to start or to end after a win
6. Users cannot choose a cell twice in one game
7. If the game ends with no winner, computer will print a draw.
   1. Then request for a new game or end
8. Input should be visually instant, and game should use low memory with efficient data structures like linked lists.
9. Optional: GUI with colored X’s and O’s and a gameboard with solid drawn lines instead of text lines