OOAD

1. Users
- player
- cpu
2. user stories
- As a player, I want to start a new game and play against the computer
- As a player, I want to see the current state of the board after every move
- As a player, i want to know if i have won the game after every move
3. Key objects
    - GameBoard
        - Attributes: 2D array
        - Methods: printArray(), placePiece()
    - User
        - Attributes: competitor, positions
        - Methods: checkWinner()
    - Game
        - Attribures: GameBoard, User
        - Methods: Main()

UML

```
┌─────────────────────────────┐
│            Game             │
├─────────────────────────────┤
│                             │
├─────────────────────────────┤
│     +main(String[] args())  │
└─────────────────────────────┘
```

creates

```
┌─────────────────────────────────────────┐
│              GameBoard                    │
├─────────────────────────────────────────┤
│  -gameBoard: char[][]                     │
│  -symbol: char                            │
├─────────────────────────────────────────┤
│  +GameBoard()                             │
│  +printGameBoard() : :void                │
│  +placePiece(int pos, User user) : :void  │
└─────────────────────────────────────────┘
```

creates

uses

```
┌─────────────────────────────────────────┐
│                  User                     │
├─────────────────────────────────────────┤
│  -competitor: String                      │
│  -positions: ArrayList                    │
├─────────────────────────────────────────┤
│  +User(String competitor)                 │
│  +checkWinner(User otherUser)             │
└─────────────────────────────────────────┘
```