* ~~Bool blnCompleteLineInd = false;~~
* Int intTurnCount = 0;
* blnCheckCompleteLine (function)

check all the button types are same

(1,2,3)

(4,5,6)

(7,8,9)

(1,4,7)

(2,5,8)

(3,6,9)

(1,5,9)

(3,5,7)

* + return true: exist
  + return false: none

Turn on the game

1. Choose a character
   1. -

While loop starts here

1. Turn starts
   * Add +1 to intTurnCount(moduler / <=9)
   * Figure out who is playing
   * Change the imgTurnIndicator(display highlighted image for player)
2. Button click
   * Button is occupied?
     1. yes
        + Error message “choose other one”
     2. nope
        + set the button background image to imgTurnIndicator
3. Turn ends
   * Completed line? (use bln)
     1. Yes
        + End game
        + Winner: the last player
        + return;
     2. No
        + Proceed to next turn
        + intTurnCount = 9 then
          1. end game
          2. tie