- 1. Navigate to Project1 folder
- 2. Run game
- 3. Players input their names before game starts

4. Player's take turn placing their symbols (player 2 is O, player 1 is X)

```
| | | Player 1's turn (choose position 1-9):

1    Position already occupied, try again:
```

5. Player 1 tried to move to an already occupied space; prompted to choose another space

```
Player 1's turn (choose position 1-9):
9
0 | X | 0
  0 X
x \mid 0 \mid x
Player 2's turn (choose position 1-9):
4
0 | X | 0
0 | 0 | X
x \mid o \mid x
TIE; NO WINNER
Would you like to tic tac toe again? (2 players)
Y or N:
```

- 6. Players keep taking turns until a winning pattern is made OR tie occurs
- 7. In this round, the whole board was filled and no one made a winning pattern; tie declared
- 8. Users prompted if they want to play another round together

- 9. A new round was started... here player 2 'O' wins
- 10. Users once again prompted to keep playing or end the game

```
Player 2's turn (choose position 1-9):

2
0 | 0 |
------
0 | |
-------
X | X |
Player 1's turn (choose position 1-9):
9
0 | 0 |
------
0 | |
-------
X | X | X
Player 1 WINS
Would you like to tic tac toe again? (2 players)
Y or N:
```

11. 3rd round, player 1 'X' wins here

```
Y or N: Thank you for playing! Here are the results:

Player 1: Will

Player 2: Hannibal

Player 1's stats: Wins: 1, Loses: 1

Player 2's stats: Wins: 1, Loses: 1

Total Ties: 1

Exiting game...

PS C:\Users\kayle\OneDrive\Documents\GitHub\AdvJS-Cmarcial2\Project1>
```

- 12. Users opted out of continuing game
- 13. Player names and their scores get printed
- 14. Game exited; can be run again using "Node Game.js" (this data displayed will be wiped, as it is assumed new players will play every time the game is run)