- 1. Navigate to Project1 folder
- 2. Run game
- 3. Player's input their names

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

```
9
0 |
      | X
      10
> 4
0 |
x |
      0
5
0 |
x \mid o \mid x
Player 2 WINS
Would you like to tic tac toe again? (2 players)
Y or N:
```

- 5. Players keep taking turns until a winning pattern is made (player 2 'O' wins here)
- 6. Users prompted if they want to play another round together

```
0 | X |
  | x | o
7
0 | X |
0 | X | 0
5
0 | X |
  | X |
0 | X | 0
Player 1 WINS
Y or N:
```

- 7. A new round was started... here player 1 'X' wins
- 8. Users once again prompted to keep playing or end the game

```
0 | X | 0
  0 |
x \mid o \mid x
0 | X | 0
x | 0 |
x \mid o \mid x
Player 2's turn (position[1-9]):
6
0 | X | 0
x | 0 | 0
x \mid o \mid x
TIE; NO WINNER
Would you like to tic tac toe again? (2 players)
Y or N:
```

9. In this round, the whole board was filled and no one made a winning pattern; tie declared

```
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>
```

- 10. Users opted out of continuing game
- 11. Player names and their scores printed
- 12. 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)