Woo.java - main(String[] args)
Print the rules
Take initial player input
While the game is not won, and the board is not filled
        Ask for player input on the next square
        If playTurn returns false
                Ask for new board
If the board was filled
        Print it was a tie
If not
        Print who won

Ultimate.java - playTurn(int i)
if the targeted position (board[nextBoard][i]) is filled
        ask player to pick new square
if the targeted position (board[nextBoard][i]) is unfilled
        place marker in board[nextBoard][i]
        set nextBoard to i
        set marker from O to X, or X to O
        If nextBoard is won
                return false indicating we need new board input
return true