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| --- | --- | --- |
| *Start*  *Board* |  | Display of board  When the program is first started |
| *Make a*  *Move* |  | How the program will show the move that the user made in the game while in test mode. |
| *Display*  *Options* |  | If help is needed in remembering what commands are available the “?” will show the options. Has a list of all the options |
| *Quit*  *Option* |  | What will be displayed if user inputs quit a question if they would like to save the game or just quit |
| *Read*  *Option* |  | What will be displayed if user inputs read. It will ask the filename they wish to save their game to. |
| *Test*  *Option* |  | What will be displayed if the user wants to run through testbed. The game board will be displayed without the bells and whistles. |

Output