

Test cases:

Functionality (Grade 0 if project does not compile)

1. Correct input prompt
 - a. "Player X enter an open spot to mark:" **(2 points)**
 - b. "Player O enter an open spot to mark:" **(2 points)**
2. Correct board display **(2 points)**
3. Correct end-of-game messages
 - a. "Game Over! Player X wins!" **(2 points)**
 - b. "Game Over! Player O wins!" **(2 points)**
 - c. "Game Over! Tie!" **(2 points)**
4. Error handling for out-of-range move **(4 points)**
5. Error handling for same-move-twice **(4 points)**
6. Each type of player works as described in syllabus
 - a. Naive **(8 points)**
 - b. Random **(8 points)**
 - c. Cut throat **(8 points)**

Design

1. Properly commented **(2 points)**
2. Readme file **(2 points)**
3. All nine classes exist and function together **(2 points)**