Tic-Tac-Toe Interface and Two Player Game

 In this step, you will complete the implementation of the tic-tac-toe game. This means that you have to get the two player game working. To do this, you must master the communications between the two games (4 Arduino boards). If you need help with this, refer to the previous Sending an X tutorial. Below are some things you might want to consider.

* Should one player start every time or should you have a random starting person?
* How will you avoid someone putting an X or O on an already filled position?
* How will you check if somebody has won?
* How will you avoid long delays in receiving the X or O?