Tic-Tac-Toe Interface and Single Player Game

 In this step, you must implement an interface, or title menu, on which players have a choice of either a single player game or a two player game. Don’t worry about the two player game yet as that is the last step that you will do. However, you do need to figure out how to make the title menu and implement a single player game or computer game. Below are some tips that you can use to help you with these challenges.

* First you should create a Title screen which has two buttons as options: single player or two players. These buttons can be implemented by making a shape with text inside that is set up to read pressure in that area.
* If the single player button is pressed, the tic-tac-toe board should be displayed.
* The single player game should implement a computer player that you play against. One way to do this is to think of all the different combinations of moves you can have and try to counter the more common moves. For the other moves, such as a starting move, you could just use a random spot.
* You should also stop the game when either player wins and display who won. You should also stop the game when no more spots are left on the board. If this happens and neither player has won, the game should be declared a tie.
* After a game is finished, the game should go back to the title screen to choose another game.