Tic Tac Toe – Extra Credit

Once you have your base project working, here are a couple additional features you can add to earn extra credit on the project. You do not have to implement both of the below features to get extra credit. Each feature is worth points on its own.

So that you don't break your original program attempting to add these new features, **make a copy** of your working `TicTacToe` class and name it `TicTacToeExtra`. Add the code for any new features to this new class.

Do not turn this 2nd file in separately; just include this new class along with the other file that you are already submitting.

Two Dimensional Array Game Board

The initial version of the game uses a one dimensional array to represent the game board. One might argue that using a two dimensional array to represent the game would be more natural. Change the board array to use a two dimensional array instead of a one dimensional array. Of course, this change will necessitate several code changes throughout the program.

Custom Player Symbols

In the initial version of the game, the computer is always 'X' and the human is always 'O'. Modify the program so that it will ask which characters it should use for the human and computer. Of course, this change may require various code changes throughout the program.