

**Board**

- Keep track of board state
- Determine if there is a winner
- Determine if there is a tie

- BoardPosition

**Game**

- Alternate whose turn it is

- Board

**Player**

- Place game pieces on the board

**Game piece**

- Keep track of what symbol it is (X or O)

**Score Board**

- Keep track of the score: wins/ties
- Announce the score