JS:

/\* class names for win lines

<!-- Top  row line 1,2,3 = trl

        middle row line, 4,5,6 = mrl

        bottom row line, 7,8,9 = brl

        Left column line 1,4,7 = lcl

        middle column line, 2,5,8 = mcl

        right column line, 3,6,9 = rcl

        cross line from left top corner to

        right bottom corner, 1,5,9 =ltoprbottoml

        cross line from right top corner

        to left buttom corner, 3,5,7 = rtopbottomll--> \*/

/\* Boxes of the game \*/

const numb1 = document.querySelector(`.box1`);

const numb2 = document.querySelector(`.box2`);

const numb3 = document.querySelector(`.box3`);

const numb4 = document.querySelector(`.box4`);

const numb5 = document.querySelector(`.box5`);

const numb6 = document.querySelector(`.box6`);

const numb7 = document.querySelector(`.box7`);

const numb8 = document.querySelector(`.box8`);

const numb9 = document.querySelector(`.box9`);

// game text

const winMsg = document.querySelector(`.winMsg`);

const startMsg = document.querySelector(`.startMsg`);

//Switch for player 1 and 2.

let playerTurn = true;

/\* put the boxes intop array => Allows to

lopp trough the options. The plan was to use for loop like this:

Not possible because JS dosnt allow that.

let numbAll;

// Player 0 and 1, in red and blue

const selected0 = function () {

  for (let i = 0; i >= 9; i++)

    if (`numb${i}` === ``) {

      `numb${i}`.style.backgroundColor = `red`;

    }

};

const selected1 = function () {

  for (let i = 0; i >= 9; i++)

    if (`numb${i}` === ``) {

      `numb${i}`.style.backgroundColor = `blue`;

    }

}; \*/

let numbAll = [

  document.querySelector(`.box1`),

  document.querySelector(`.box2`),

  document.querySelector(`.box3`),

  document.querySelector(`.box4`),

  document.querySelector(`.box5`),

  document.querySelector(`.box6`),

  document.querySelector(`.box7`),

  document.querySelector(`.box8`),

  document.querySelector(`.box9`),

];

// funciton to stop the game and show the player who won.

winMsg.classList.add(`hidden`);

const gameWinnerMsg = function () {

  winMsg.classList.remove(`hidden`);

};

//Function to play the game text.

startMsg.classList.add(`hidden`);

const playGameMsg = function () {

  startMsg.classList.remove(`hidden`);

};

/\* swap between players based on turn, also make sure that colors

dont overlap. \*/

const changePlayer = function () {

  /\* ---------------------------------- \*/

  /\* Check if a selected box is selected, if so dosnt

  allow it to be selected by other color than already is there\*/

  if (

    this.style.backgroundColor === `blue` ||

    this.style.backgroundColor === `red`

  ) {

    return;

  }

  /\* --------------------------------------- \*/

  //Game logic itself, which starts with player 1 aka Blue

  if (playerTurn) {

    this.style.backgroundColor = `blue`;

    // Top  row line 1,2,3

    if (

      numb1.style.backgroundColor === "blue" &&

      numb2.style.backgroundColor === "blue" &&

      numb3.style.backgroundColor === "blue"

    ) {

      console.log("Blue won");

    } // cross line from left top corner to

    //right bottom corner, 1,5,9

    else if (

      numb1.style.backgroundColor === "blue" &&

      numb5.style.backgroundColor === "blue" &&

      numb9.style.backgroundColor === "blue"

    ) {

      console.log("blue won");

    } // cross line from right top corner

    //to left buttom corner, 3 ,5 ,7

    else if (

      numb3.style.backgroundColor === "blue" &&

      numb5.style.backgroundColor === "blue" &&

      numb7.style.backgroundColor === "blue"

    ) {

      console.log("blue won");

    } //Left column line 1,4,7

    else if (

      numb1.style.backgroundColor === "blue" &&

      numb4.style.backgroundColor === "blue" &&

      numb7.style.backgroundColor === "blue"

    ) {

      console.log("blue won");

    } //middle column line, 2,5,8

    else if (

      numb2.style.backgroundColor === "blue" &&

      numb5.style.backgroundColor === "blue" &&

      numb8.style.backgroundColor === "blue"

    ) {

      console.log("blue won");

    } //right column line, 3,6,9

    else if (

      numb3.style.backgroundColor === "blue" &&

      numb6.style.backgroundColor === "blue" &&

      numb9.style.backgroundColor === "blue"

    ) {

      console.log("blue won");

    } //middle row line, 4,5,6

    else if (

      numb4.style.backgroundColor === "blue" &&

      numb5.style.backgroundColor === "blue" &&

      numb6.style.backgroundColor === "blue"

    ) {

      console.log("blue won");

    } //bottom row lineblue, 7,8,9

    else if (

      numb7.style.backgroundColor === "blue" &&

      numb8.style.backgroundColor === "blue" &&

      numb9.style.backgroundColor === "blue"

    ) {

      console.log("blue won");

    }

    playerTurn = false;

  } else {

    this.style.backgroundColor = `red`;

    // Top  row line 1,2,3

    if (

      numb1.style.backgroundColor === "red" &&

      numb2.style.backgroundColor === "red" &&

      numb3.style.backgroundColor === "red"

    ) {

      console.log("red won");

    } // cross line from left top corner to

    //right bottom corner, 1,5,9

    else if (

      numb1.style.backgroundColor === "red" &&

      numb5.style.backgroundColor === "red" &&

      numb9.style.backgroundColor === "red"

    ) {

      console.log("red won");

    } // cross line from right top corner

    //to left buttom corner, 3 ,5 ,7

    else if (

      numb3.style.backgroundColor === "red" &&

      numb5.style.backgroundColor === "red" &&

      numb7.style.backgroundColor === "red"

    ) {

      console.log("red won");

    } //Left column line 1,4,7

    else if (

      numb1.style.backgroundColor === "red" &&

      numb4.style.backgroundColor === "red" &&

      numb7.style.backgroundColor === "red"

    ) {

      console.log("red won");

    } //middle column line, 2,5,8

    else if (

      numb2.style.backgroundColor === "red" &&

      numb5.style.backgroundColor === "red" &&

      numb8.style.backgroundColor === "red"

    ) {

      console.log("red won");

    } //right column line, 3,6,9

    else if (

      numb3.style.backgroundColor === "red" &&

      numb6.style.backgroundColor === "red" &&

      numb9.style.backgroundColor === "red"

    ) {

      console.log("red won");

    } //middle row line, 4,5,6

    else if (

      numb4.style.backgroundColor === "red" &&

      numb5.style.backgroundColor === "red" &&

      numb6.style.backgroundColor === "red"

    ) {

      console.log("red won");

    } //bottom row line, 7,8,9

    else if (

      numb7.style.backgroundColor === "red" &&

      numb8.style.backgroundColor === "red" &&

      numb9.style.backgroundColor === "red"

    ) {

      console.log("red won");

    }

    playerTurn = true;

  }

};

/\* Applies the switch \*/

numbAll.forEach((box) => {

  box.addEventListener(`click`, changePlayer);

});

HTML:

<!DOCTYPE html>

<html lang="en">

  <head>

    <meta charset="UTF-8" />

    <meta name="viewport" content="width=device-width, initial-scale=1.0" />

    <title>Tic Tac Toe</title>

    <link rel="stylesheet" href="./style.css" />

  </head>

  <body>

    <!-- TTT=Tic Tac Toe -->

    <section class="TTT">

      <!-- Top  row line 1,2,3 = trl

        middle row line, 4,5,6 = mrl

        bottom row line, 7,8,9 = brl

        Left column line 1,4,7 = lcl

        middle column line, 2,5,8 = mcl

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        cross line from left top corner to

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        cross line from right top corner

        to left buttom corner, 3,5,7 = rtopbottomll-->

      <div class="row1">

        <div class="gameBox">

          <button class="boxBtn box1 trl lcl ltoprbottoml">1</button>

        </div>

        <div class="gameBox">

          <button class="boxBtn box2 trl mcl">2</button>

        </div>

        <div class="gameBox">

          <button class="boxBtn box3 trl rcl rtopbottomll">3</button>

        </div>

      </div>

      <div class="row2">

        <div class="gameBox">

          <button class="boxBtn box4 mrl lcl">4</button>

        </div>

        <div class="gameBox">

          <button class="boxBtn box5 mrl mcl ltoprbottoml rtopbottomll">

            5

          </button>

        </div>

        <div class="gameBox">

          <button class="boxBtn box6 mrl rcl">6</button>

        </div>

      </div>

      <div class="row3">

        <div class="gameBox">

          <button class="boxBtn box7 brl lcl rtopbottomll">7</button>

        </div>

        <div class="gameBox">

          <button class="boxBtn box8 brl mcl">8</button>

        </div>

        <div class="gameBox">

          <button class="boxBtn box9 brl rcl ltoprbottoml">9</button>

        </div>

      </div>

    </section>

    <section class="gameTxt">

      <div><h1 class="winMsg">You won!</h1></div>

      <div>

        <button><h1 class="startMsg">Start the Game!</h1></button>

      </div>

    </section>

    <script src="scirpt.js"></script>

  </body>

</html>

CSS:

/\* class names for win lines

<!-- Top  row line 1,2,3 = trl

        middle row line, 4,5,6 = mrl

        bottom row line, 7,8,9 = brl

        Left column line 1,4,7 = lcl

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        right column line, 3,6,9 = rcl

        cross line from left top corner to

        right bottom corner, 1,5,9 =ltoprbottoml

        cross line from right top corner

        to left buttom corner, 3,5,7 = rtopbottomll--> \*/

.TTT {

  background-color: aqua;

  width: 375px;

  height: 471px;

}

.boxBtn {

  font-size: 125.1111111px;

  margin: 5px 20px;

  border-radius: 5%;

}

/\* Makes them side by side \*/

.row1,

.row2,

.row3 {

  display: flex;

}

.gameBox {

}

.winMsg {

  font-size: 150px;

  color: red;

  text-transform: capitalize;

}

.hidden {

  display: none;

}