

Requirement 4: Creating A New Game

In this requirement, you will now make the "New Game" button work. To do this, you will need to perform the following:

- When the game status is not "won" or "tied", then the "New Game" button is disabled.
- When the game status is "won" or "tied", then the "New Game" button is enabled.
- When a player clicks the "New Game" button, then it
 - clears the game status,
 - clears the header,
 - clears the board, and
 - makes it so the next click of the tic-tac-toe board is an "X"
 - (disables the "New Game" button)

During development, you can just refresh the browser to clear the board.