Tic-Tac-Toe (Naughts and Crosses)

Welcome to the Tic-Tac-Toe project! In this multi-step project, you will create a well-designed HTML+CSS+JS browser-based application that will allow you to play tic-tac-toe. It will combine all of the concepts that you learned in browser basics, element selection and handling, storage, and JSON.

Each step has three parts:

- The requirements for the next step of the application
- A reading that will help you design it
- A video walk-through of a "good" solution, where "good" means clear, concise, and maintainable
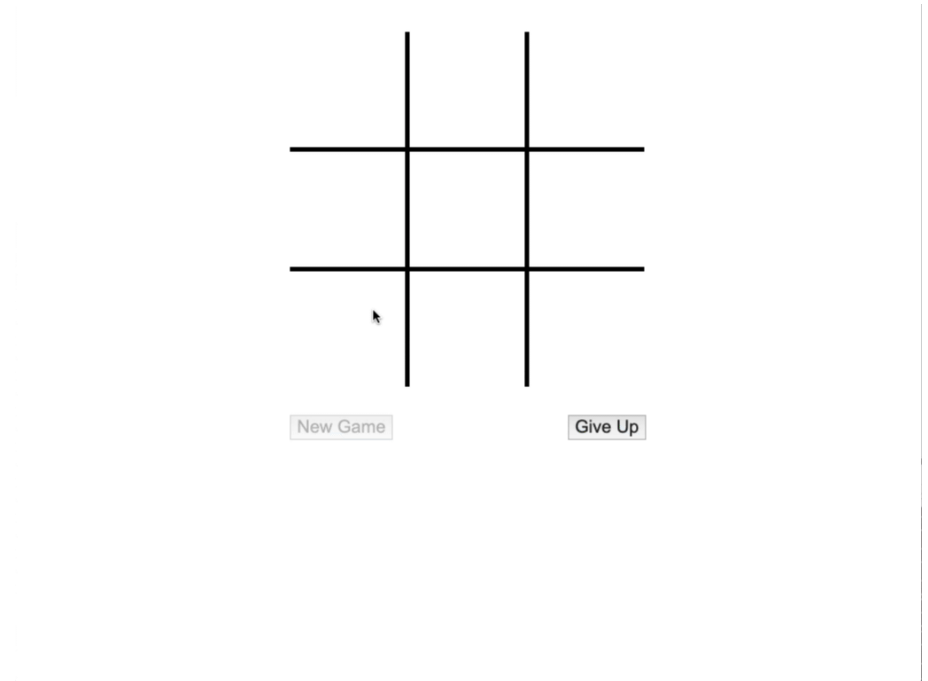
The reason they're set up this way is so that you can attempt to do the requirements yourself. If you get stuck on how to do it, then there is a reading available for you to help you take the next step in code. You can watch the video if you get really stuck or to compare your solution to the way that we implemented it.

*Remember: working software with **nicely-formatted source code** is the best software.*

Please fork and clone the repository found at https://github.com/appacademy-starters/dom-api-tic-tac-toe. In that repository, you will find the following files:

- **index.html**: The HTML file to which you'll make small modifications that will make the UI work
- **site.css**: The CSS file that contains all of the styles for your UI
- **tic-tac-toe.js**: The JavaScript file you'll modify to add behavior to your game

Here's what it will look like when you're done.

The rules of tic-tac-toe

In case you don't know the rules of tic-tac-toe, here are some links for you to investigate.

- Solitaire Classic's How to play Tic Tac Toe video
- Wikipedia's tic-tac-toe article

Interesting sections of the index.html

You'll find three sections of interest in the **index.html**.

Near the top of the body of content, you'll see an `h1` with an id `game-status`. You'll use that element to indicate which player won the game (or if there is a tie).

In the middle of the body of content, you'll see the following HTML that represents the tic-tac-toe board. The outer `<div>` makes the black background that you see as the vertical and horizontal lines of the board. The nine children `<div>` elements are the nine squares of the board. Those are the HTML elements that players will click on to place their symbol there.

```html
<div id="tic-tac-toe-board">
  <div id="square-0" class="square row-1 col-1"></div>
  <div id="square-1" class="square row-1 col-2"></div>
  <div id="square-2" class="square row-1 col-3"></div>
  <div id="square-3" class="square row-2 col-1"></div>
  <div id="square-4" class="square row-2 col-2"></div>
  <div id="square-5" class="square row-2 col-3"></div>
  <div id="square-6" class="square row-3 col-1"></div>
  <div id="square-7" class="square row-3 col-2"></div>
  <div id="square-8" class="square row-3 col-3"></div>
</div>
```

At the bottom of the body of content are the action buttons. You'll subscribe to each of their `click` events to make the game work

```html
<div class="actions">
  <button>New Game</button>
  <div class="spacer"></div>
  <button>Give Up</button>
</div>
```