

# Requirement 3: Determining Game Status

In this requirement, you will now determine if a game is won or in a tie state. To do this, you will need to check the following:

- If a player has any three in a row, then that player wins.
- If a player has any three in a column, then that player wins.
- If a player has either of the diagonals, then that player wins.
- If there is no win *and* all squares have a player symbol in there, then the game is a tie.
- When the game begins, the header at the top should have no text in it.
- When a player wins the game, then the following happens:
  - The header at the top should read "Winner: X" or "Winner: Y" depending on which player won.
  - Empty squares in the grid no longer react to clicks.
- When the game goes into a tied state, the header at the top should read "Winner: None".

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