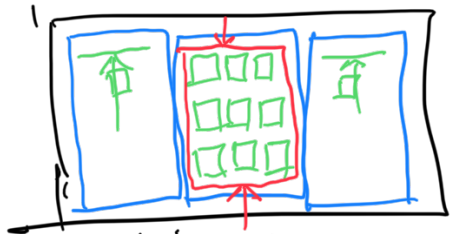


work on linked/N

call NAM - 5000

start project

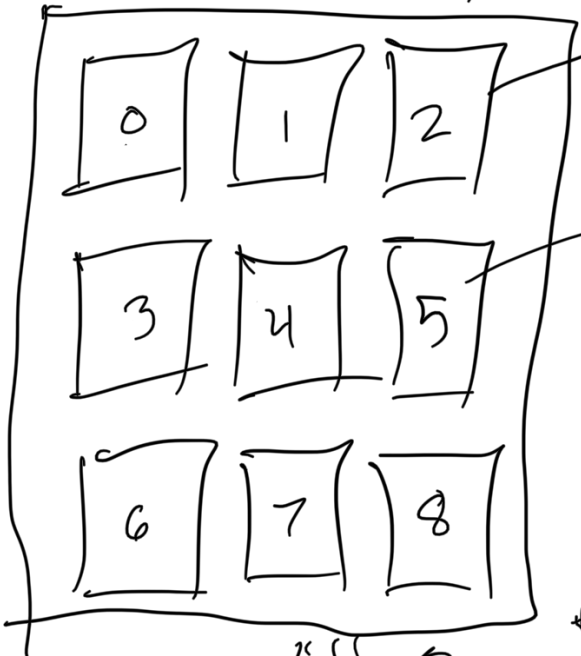
FLUME - SHADES?



choose player at random?



Flattened wrap 9 items/children



Hold boolean

on click
is the space empty?
if no, apply current
player's token

update player
token array

update dom
insert text/HTML

tokenPositions =

[1 = F
2 = F
3 = F...]

if (1 & 2 & 3)
win!

if all boxes have
a token BUT no
winner, declare draw

win conditions

H	V	D
123	147	159
456	258	753
789	369	

```

class Player {
  constructor() {
    token: "X" - replaceable
    win count: "0"
    increasing():
      token positions: [ ]
  }
}

```

start gist