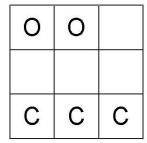
## \*\*THE PLAN\*\*

goal of this is to check to see if the game is working make sure that player can place on every location click on each of the movement options and see what happens click on the same players spots and see what happens win a game and see what happens tie a game and see what happens lose a game and see what happens

## \*\*Results\*\*\*

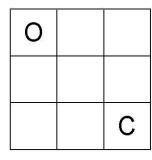
When you win a game, the game message is that you lose, this should clearly be a win

## C lost

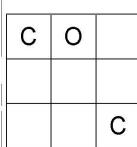


you can click on the other players spots and switch them to your own

Tic Tac JS



Tic Tac JS



when you block the Path of the AI it bugs out and place little o not Big O Then the AI bugs out and stops playing

## Tic Tac JS

0	С	0
0	O	С

Because of the bugg with the little o you can never get a tie removing the code fixes the issue leading to win

Al plays the same position every time got to move the Al start to a different location

Because it's the same pattern you can wins an easy win the game needs to add better AI

also the order of players should switch off