Tic-Tac-Toe

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Your task is to modify the JS file inside the projects, so the game works properly. When a square is clicked, the proper symbol should be placed inside. To do this you need to give the field a class and change its content to either “x” or “o”, depending on whose turn it is.

You will be given some ready to use GLOBAL variables. **playerSign** is a string with a default value of “x”. This variable must be used to determine which player’s turn is it. In our case “x” will start. **turn** is a number to count the turns. You can use this variable for example to keep track of the turns and maybe call the game a draw when you hit turn 9 (because you have nine fields). **gameEnded** is a boolean with a default value of “false”. This var can be used to keep track if the game is ended. For example do not do anything when a player clicks on a field if the game has ended. The last variable is **matrix**, which is a 2D array (you can look up two-dimensional arrays on the Internet). This variable is to keep track of the field. The default value for each field is 0 (zero). You need to change these to either “x” or “o” when a field’s value is changed. This can be useful when trying to see if someone has won the game (look up how matrixes work on the Internet). You can use the id of a field to get the coordinates for a given field. There are eight cases in which the game is considered won (straight lines and the two diagonals).

When the Reset Game button is clicked the game need to be reset fully. This means to clear all the fields and set the GLOBAL variables to their default values.

There are some functions that you can define to make your work easier. **changeTurns** to change the turns after a turn has been played. **resetGame** to be called when the game needs to be restarted. **checkWinner** to be called after each turn to see if someone has won the game.

You can see in the HTML that you have three hidden messages. When a player wins or the game is a draw make one of these images **show**.

Good luck and if you have any uncertainties regarding the task, please ask me right away. Please upload the modified JS file before **28.02.18**.