Algorithm:

1. Create 9 boxes including (class, id, onClick) attributes, class have same width and same height, example (150px)
2. Get two values “X” and “Y” using inputs (suggestion: use sweet alert )
   1. Here is a link you can read about sweet Alert. <https://sweetalert.js.org/guides/>
   2. Apply all possibilities for checking user input values
3. Create a function called createLayout() for create 9 boxes with attractive UI. In a function create a sequence using 2 arrays in one array which tell us which user have a chance to hit a box.
4. Create a function for display a message in a DOM (Example: Player 1 have a chance for file the box using X )
5. Create a function, in a function create a logic 8 cases have a chance to win or lose also check which possibilities is matched and display a message for win or lose.