Create an array of arrays that contain winning choices­ combinations.

[[1,2,3],[4,5,6], [7,8,9], [1,4,7], [2,5,8], [3,6,9], [1,5,9], [3,5,7]];

Create a start game button that clears gameboard

Push player 1 button to set a dataset constant equal to O­

Push player 2 button to set a dataset constant equal to X.

Click a button and set its text to the value of the dataset (X or O). Then make the button inactive. Add the id of the button to the player’s array of choices. If array has 3 or more items check for a winner (call a winner function for this).

Winner function: checks for winner. If it finds a winner returns player 1 if the combination has O or player 2 if it has X. Else it checks if all buttons are full and if so it returns tie. Else it returns ???

and add X to a selected button, check for winner. If winner is found display player 1 wins. Else let player 2 play with O.