

### Bugs:

Victorious player name is incorrect and changes after further plays if the game has already been won.

### Reproduction steps:

1. Create a small game and play to completion. Note that the congratulations message has the incorrect player name. See the first screenshot below
2. Make another play by clicking on an empty space. Note that the congratulations message has changed. See the second screenshot below.



3. No restrictions on input for non numeric characters. Large games crash the page.  
See screen recording [screen-capture.webm](#)

4. With multiple games the first created game is the one impacted even if the games are different sizes

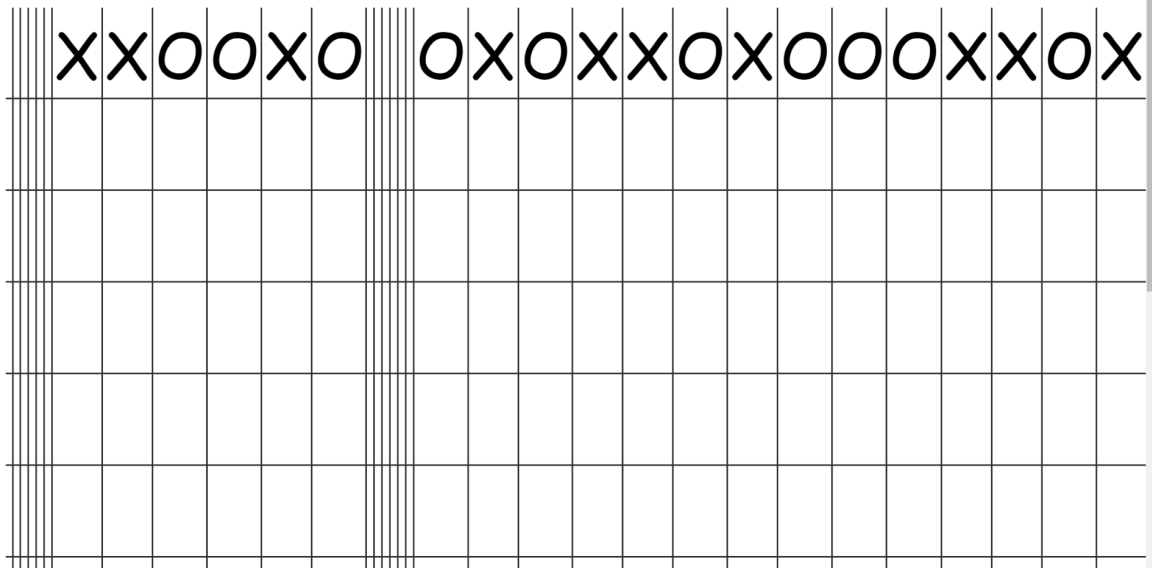
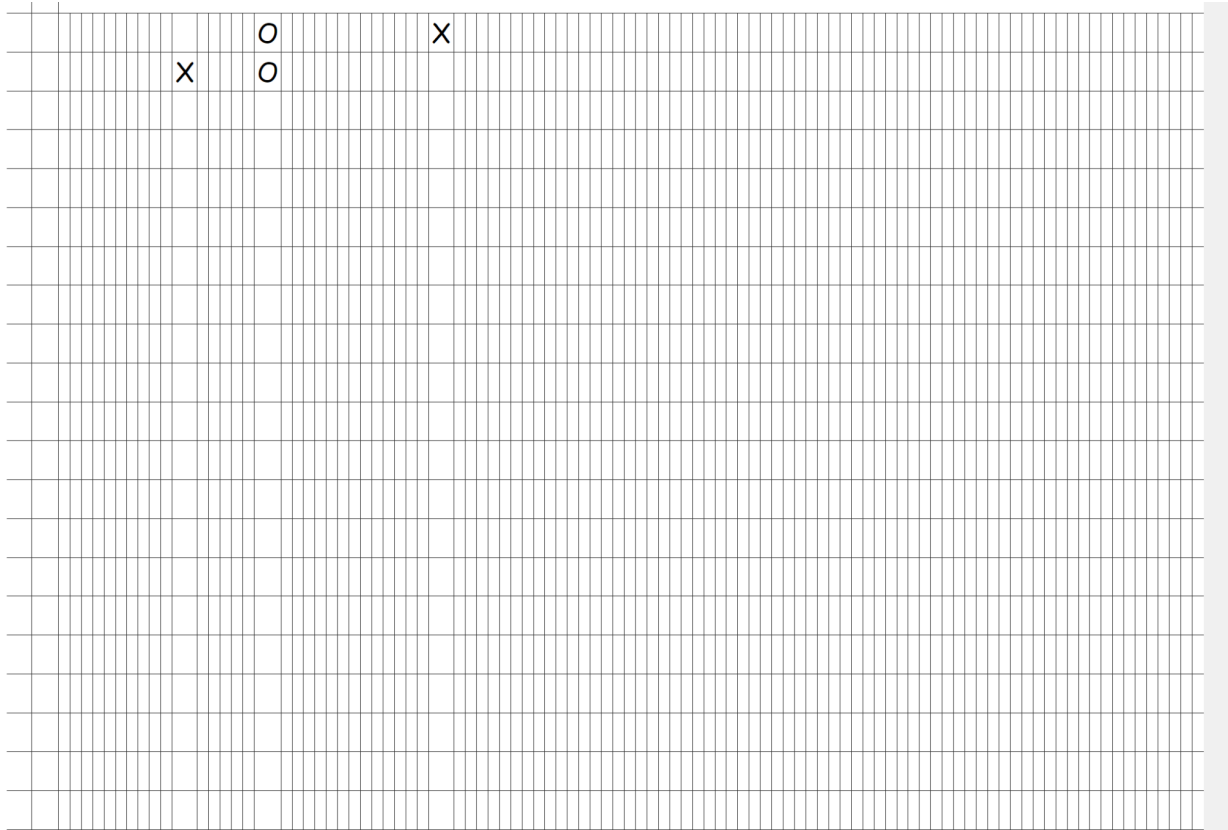
### Steps to reproduce:

1. Create a simple game of size 2 and do not make any plays.
2. Create another game of size 3.
3. In the second game, make a play in the first square. Note that the play happens in the first square of the first game.

See Screen recording [screen-capture \(1\).webm](#)

This is happening because there is a single table for all games and id is repeated for each new game so both games will have the same id # in the same table and when it is clicked it fills the first.

5. Column width looks strange on large game sizes and the game becomes unplayable with enough entries because the column width is so small.



Design Questions that aren't necessarily bugs:  
Refresh to play again should have a button  
Should multiple games be able to be created?  
Single game of "1" isn't visible but still can be played