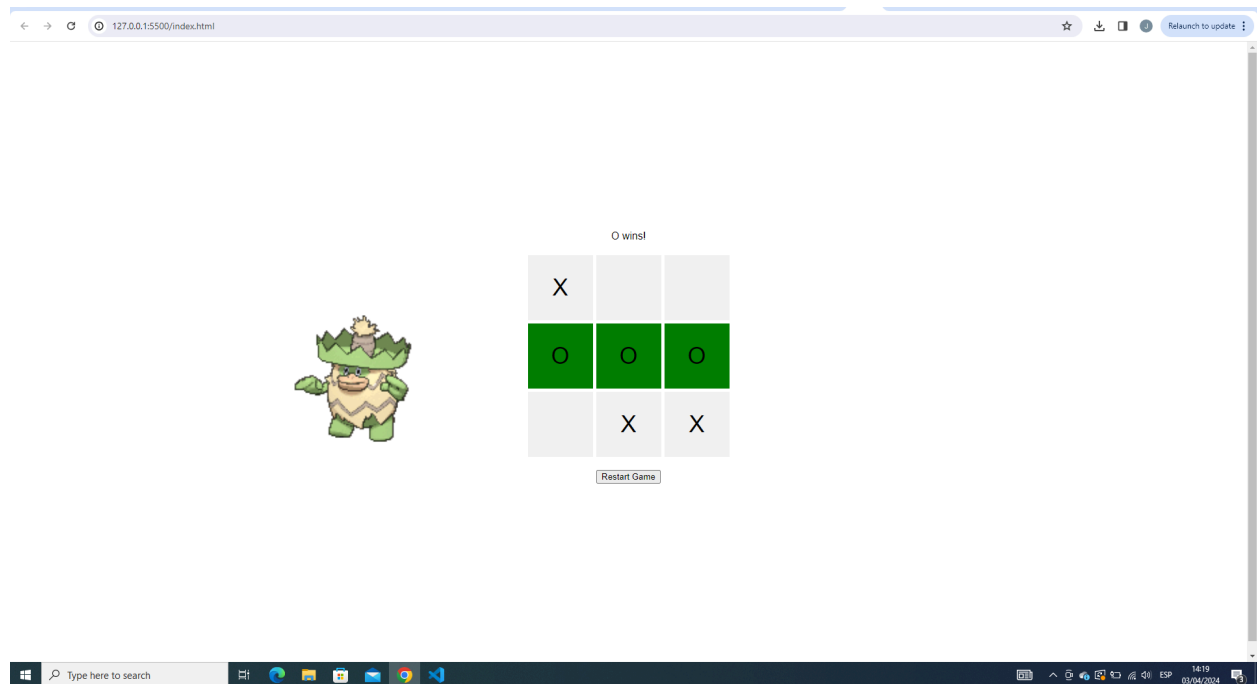


Correcting TikTakToe:



For this code we were given the following code and asked to find the three mistakes in it, which not to brag, well a little, but i found very quick hehe, and correct it, afterwards add a green effect to the winning blocks, and showing a animated dancing pokemon to celebrate the winner, for which i added a gif from a Ludicolo dancing and animated it to move from one side of the screen to the other.

the first code was:

HTML

```
<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="UTF-8">
<title>Tic Tac Toe Game</title>
<link rel="stylesheet" href="style.css">
</head>
<body>
<div id="game">
<div id="status">Player X's turn</div>
<div id="board">
<div class="cell" data-cell-index="0"></div>
<div class="cell" data-cell-index="1"></div>
<div class="cell" data-cell-index="2"></div>
<div class="cell" data-cell-index="3"></div>
```

```

<div class="cell" data-cell-index="4"></div>
<div class="cel" data-cell-index="5"></div>  "cell" instead of cell
<div class="cell" data-cell-index="6"></div>
<div class="cell" data-cell-index="7"></div>
<div class="cell" data-cell-index="8"></div>
</div>
<button id="restart">Restart Game</button>
</div>
<script src="script.js"></script>
</body>
</html>

```

CSS

```

body {
display: flex;
justify-content: center;
align-items: center;
height: 100vh;
font-family: Arial, sans-serif;
}
#game {
text-align: center;
}
#board {
display: grid;
grid-template: repeat(3, 100px) / repeat(3, 100px);
gap: 5px;
}
#cell {                                ".cell" instead of "#cell"
background-color: #f0f0f0;
display: flex;
justify-content: center;
align-items: center;
font-size: 36px;
cursor: pointer;
}
#status {
margin-bottom: 20px;
}
#restart {
margin-top: 20px;
}

```

JS

```

const cells = document.querySelectorAll('.cell');
const statusText = document.getElementById('status');

```

```

const restartBtn = document.getElementById('restart');
let currentPlayer = 'X';
function handleClick(event) {
  const cell = event.target;
  const isCellFilled = cell.textContent.trim() !== '';
  if (isCellFilled) return;
  cell.textContent = currentPlayer;
  if (checkWin(currentPlayer)) {
    statusText.textContent = `${currentPlayer} wins!`;
    return;
  }
  currentPlayer = currentPlayer === 'X' ? 'O' : 'X';
  statusText.textContent = `${currentPlayer}'s turn`;
}
function CheckWin(player) { should be "checkWin", not "CheckWin", camelcase.
  const winConditions = [
    [0, 1, 2], [3, 4, 5], [6, 7, 8], // Rows
    [0, 3, 6], [1, 4, 7], [2, 5, 8], // Columns
    [0, 4, 8], [2, 4, 6] // Diagonals
  ];
  return winConditions.some(condition => {
    return condition.every(index => {
      return cells[index].textContent.trim() === player;
    });
  });
}
function restartGame() {
  cells.forEach(cell => cell.textContent = '');
  currentPlayer = 'X';
  statusText.textContent = "Player X's turn";
}
cells.forEach(cell => cell.addEventListener('click', handleClick));
restartBtn.addEventListener('click', restartGame);

```

The corrected and upgraded code looked like this:

(Again, it's important to mention that i don't usually code in one page, but for this simple projects is easier for showcasing here.)

```

<!DOCTYPE html>
<html lang="en">

```

```
<head>
<meta charset="UTF-8">
<title>Tic Tac Toe Game</title>
<style>
body {
    display: flex;
    justify-content: center;
    align-items: center;
    height: 100vh;
    font-family: Arial, sans-serif;
}
#game {
    text-align: center;
}
#board {
    display: grid;
    grid-template: repeat(3, 100px) / repeat(3, 100px);
    gap: 5px;
}
.cell {
    background-color: #f0f0f0;
    display: flex;
    justify-content: center;
    align-items: center;
    font-size: 36px;
    cursor: pointer;
}
#status {
    margin-bottom: 20px;
}
#restart {
    margin-top: 20px;
}

@keyframes slideAcross {
    0% { left: 0; }
    50% { left: calc(100vw - 100px); }
    100% { left: 0; }
}
```

```

.dancing-pokemon {
  position: fixed;
  width: 400px;
  height: 400px;
  top: 50%;
  transform: translateY(-50%);
  animation: slideAcross 5s infinite linear;
}

</style>
</head>
<body>
<div id="game">
<div id="status">Player X's turn</div>
<div id="board">
<div class="cell" data-cell-index="0"></div>
<div class="cell" data-cell-index="1"></div>
<div class="cell" data-cell-index="2"></div>
<div class="cell" data-cell-index="3"></div>
<div class="cell" data-cell-index="4"></div>
<div class="cell" data-cell-index="5"></div>
<div class="cell" data-cell-index="6"></div>
<div class="cell" data-cell-index="7"></div>
<div class="cell" data-cell-index="8"></div>
</div>
<button id="restart">Restart Game</button>
</div>
<script>
  const cells = document.querySelectorAll('.cell');
  const statusText = document.getElementById('status');
  const restartBtn = document.getElementById('restart');
  let currentPlayer = 'X';
  let gameActive = true;

  function handleClick(event) {
    if (!gameActive) return;

    const cell = event.target;
    const isCellFilled = cell.textContent.trim() !== '';
    if (isCellFilled) return;
  }

```

```

    cell.textContent = currentPlayer;
    if (checkWin(currentPlayer)) {
        statusText.textContent = `${currentPlayer} wins!`;
        gameActive = false;
    } else {

        currentPlayer = currentPlayer === 'X' ? 'O' : 'X';
        statusText.textContent = `${currentPlayer}'s turn`;
    }
}

function checkWin(player) {
    const winConditions = [
        [0, 1, 2], [3, 4, 5], [6, 7, 8],
        [0, 3, 6], [1, 4, 7], [2, 5, 8],
        [0, 4, 8], [2, 4, 6]
    ];
    for (let condition of winConditions) {
        if (condition.every(index => cells[index].textContent.trim()
=== player)) {
            condition.forEach(index =>
cells[index].style.backgroundColor = 'green'); // green winning cells.
            showDancingPokemon();
            return true;
        }
    }
    return false;
}

function showDancingPokemon() {
    const img = document.createElement('img');
    img.src = 'images/LudicoloDancin.gif';
    img.id = 'dancingPokemon';
    img.style.position = 'fixed';
    img.style.left = '50%';
    img.style.top = '50%';
    img.style.transform = 'translate(-50%, -50%)';
    document.body.appendChild(img);
    animatePokemon(img);
}

```

```

function restartGame() {
  gameActive = true; // new round.
  const img = document.getElementById('dancingPokemon');
  if (img) {
    img.parentNode.removeChild(img); // remove Ludicolo on
restart.
  }
  cells.forEach(cell => {
    cell.textContent = '';
    cell.style.backgroundColor = '';
  });
  currentPlayer = 'X';
  statusText.textContent = "Player X's turn";
}

cells.forEach(cell => cell.addEventListener('click', handleClick));
restartBtn.addEventListener('click', restartGame);

function showDancingPokemon() {
  const img = document.createElement('img');
  img.src = 'images/LudicoloDancin.gif';
  img.id = 'dancingPokemon';
  img.classList.add('dancing-pokemon');
  document.body.appendChild(img);
}

</script>

</body>
</html>

```