Project #1 plan

Basic things I need to do

- lay the html framework for the board and necessary display elements
    - Title and some basic CSS to arrange the elements appropriately
    - 9 divs to represent the board → non semantic but can I use 9 sections?
    - create a container to store the 9 squares in → section

```
<section class="squares">
<div class="square-one"></div>
<div class="square-two"></div>
<div class="square-three"></div>
<div class="square-four"></div>
<div class="square-five"></div>
<div class="square-six"></div>
<div class="square-seven"></div>
<div class="square-eight"></div>
<div class="square-nine"></div>
</section>
```

JS Logic

- JS logic needed to create the game
    - Variables needed
        - variables to store all required DOM objects
        - variables for each player
        - variable to store each player tile selection

- 1) code that lets us click each square
  - similar process to today's warmup exercise
  - will need code a seperate function for each player to add their token to the board when clicked

- 2) code that keeps track and switches turns for each player
  - Will most likely be a part of the square clicking function to swap turns
    - at the end of each function have a line that assigns a variable for the next player as true and the current player as false?
      - At the end of the playerCross function have it assign a variable to playerCrossTurn to false and playerCircleTurn to true
        - something like when the playerone click function runs the playeroneTurn variable becomes false and the playertwoturn variable becomes true
  - if statement to determine if the next click will be a circle for playerCircle or a cross for playerCross

  - Will need to store the players choice to a variable

- 3) code the win condition
  - code will have to check through all 9 squares and see if 3 values in a line are true.
    - do this in a loop?
  - bonus homework task from today holds the solution to coding this
  - will need to apply the win condition to multiple combinations across the board

    - 4) code the end game and win message
        - write some code to display the win message and use string interpolation to put forward the winning player in the text

- Extra bits and bobs
    - immediate extras I want to add
        - Scoreboard
        - reset button to start a new game
    - Extra extras