

Project #1 Wednesday progress

- Working through the initial html and js of the project
- Things I've done so far
- created a basic board in html using grid and flex properties
- created majority of my variables
 - variable to decide who's turn it is
 - variables to store DOM objects
 - nested array variable containing the win conditions
 - still need to work out how to actually get this to check against the board state
- Created a function for when the player clicks a square
 - utilises an if statement to check if the point of clicking is within a div element
 - otherwise nothing happens → had a problem prior where clicking outside the tile would alter the main textContent
 - nested if statement to check if it was player one or two's turn and to see if the square pressed already had already been played
 - Really happy I managed to roll this all into the main function as I was planning to do this with a while loop but couldn't figure out where I'd even put that
 - added event listener to listen for a click and run the function
- Surprised I managed to condense step 1 and 3 into one function

- Getting the win event proved tricky as I was overcomplicating the solution
 - Went back to the extra warmup exercise turning 3 divs green as soon as all 3 turned red
 - made two absolute mammoth if else nests to hardcode the win condition check
 - Draw functionality is surprisingly tricky
 - With some assistance I got the draw function working
 - my code is not very elegant but it works