Lesson 05: Create a Simple Tic Tac Toe Game using GitHub Copilot Generative AI

Overview:
You are working as a developer at Tech Innovators Inc. and are tasked with creating a basic React application for a Tic Tac Toe game. To assist with the development, you are utilizing GitHub Copilot as your coding assistant. The project is broken down into several key phases: Project Setup, UI Creation, Game Logic, Bug Fixes, and UI Enhancement.

Throughout each phase, GitHub Copilot provides valuable code suggestions, streamlining the development process and significantly speeding up workflows. By leveraging AI tools like GitHub Copilot, Tech Innovators Inc. is able to efficiently complete the Tic Tac Toe game, demonstrating the power of AI in software development.

Instructions:
1. Initiate the project with GitHub Copilot to generate a React sample project
2. Collaborate with Copilot to create a basic Tic Tac Toe game, including UI design and game logic implementation
3. Update the CSS by generating a new script through ChatGPT to fix the header and footer to the top and bottom of the screen, respectively

Tasks:
1. Initialize the GitHub Copilot project to create a React sample project:
    i. Set up the workspace and open the generated React project
    ii. Ensure the project environment is configured properly
2. Create a basic Tic Tac Toe Game using GitHub Copilot:
    i. Use prompts to create the basic user interface
    ii. Use prompts to develop the basic game logic and determine when a player wins
    iii. Use prompts to enhance the board’s user interface aesthetics

Tools required:
1. GitHub Copilot
2. Node JS
3. Visual Studio Code

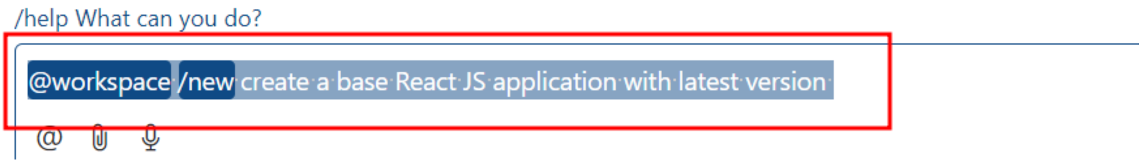
Guided Practice Solution

Disclaimer: Please note that all the GenAI tools used in this exercise can produce varied outputs even when presented with similar prompts. Thus, you may get different output for the same prompt.

Task 1: Initialize the GitHub Copilot project to create a React sample project

Step 1: Set up the workspace and open the generated React project

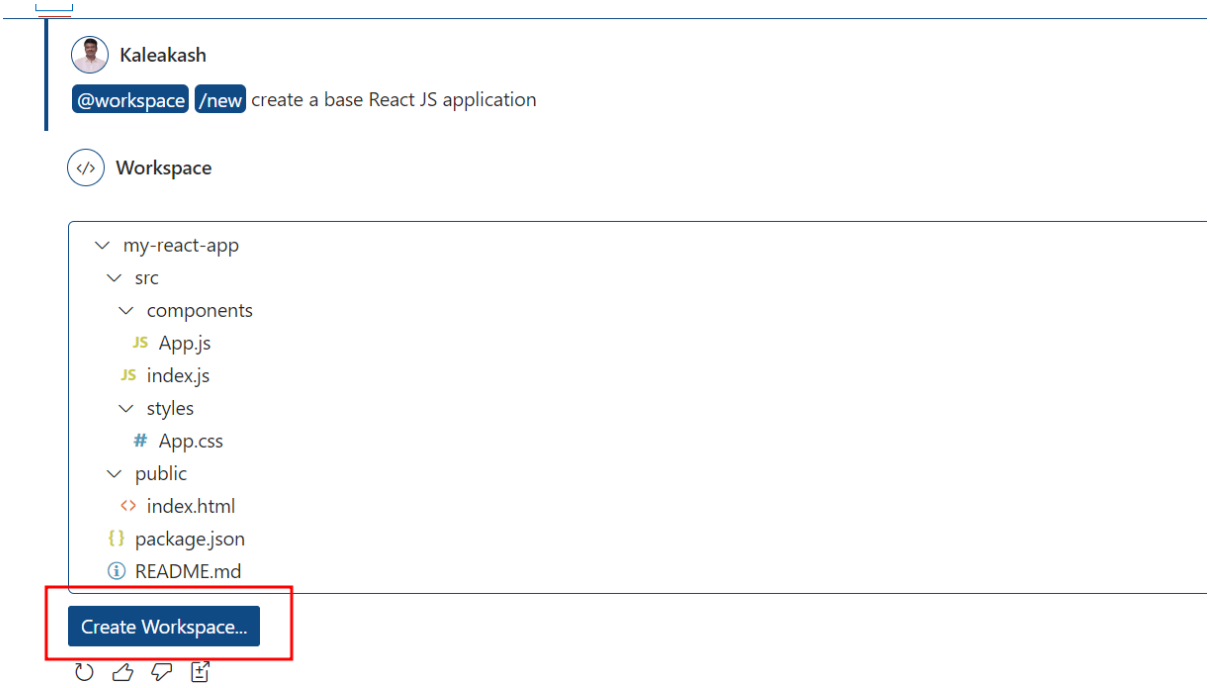
1.1 Navigate to Visual Studio Code and use the following prompt in GitHub Copilot to generate a basic React JS application:
@workspace /new create a base React JS application
@workspace /new create a base React JS application with latest version



/help What can you do?

@workspace /new create a base React JS application with latest version

1.2 Create the workspace by clicking on **Create Workspace**

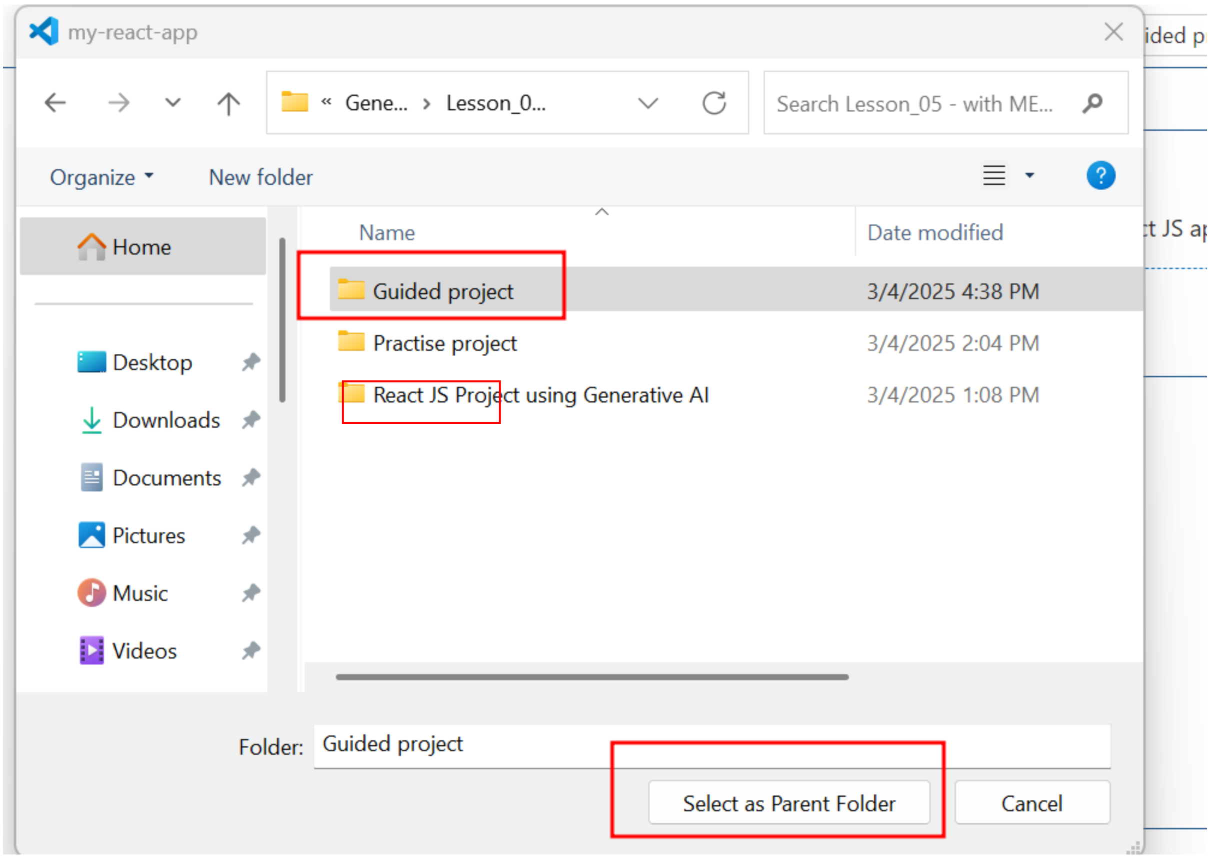

Kaleakash

@workspace /new create a base React JS application

Workspace

```
my-react-app
  src
    components
      App.js
    index.js
    styles
      App.css
  public
    index.html
  package.json
  README.md
```

1.3 Choose the folder for your parent folder and then click on **Select as Parent Folder**

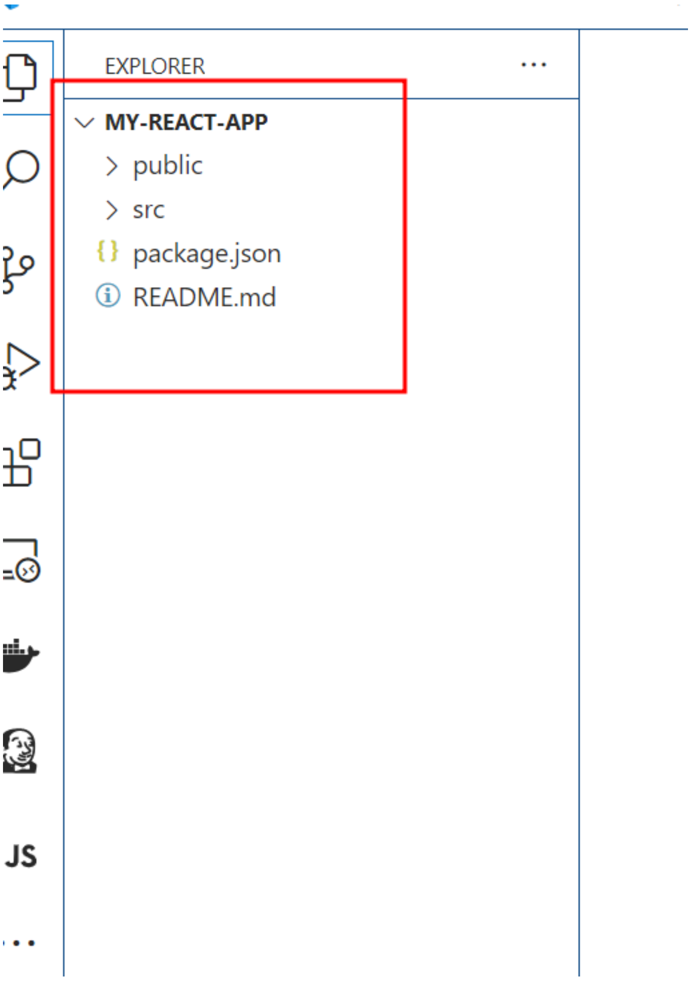


Name	Date modified
Guided project	3/4/2025 4:38 PM
Practise project	3/4/2025 2:04 PM
React JS Project using Generative AI	3/4/2025 1:08 PM

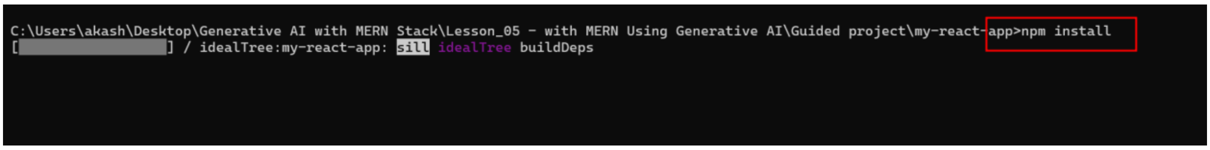
Folder: Guided project

Step 2: Ensure the project environment is configured properly

2.1 open the created work space in VS Code editor.



2.2 open the command prompt and run the command as npm install which installed all required dependencies to run the react js project



```
C:\Users\akash\Desktop\Generative AI with MERN Stack\Lesson_05 - with MERN Using Generative AI\Guided project\my-react-app>npm install
[                  ] / idealTree:my-react-app: sill idealTree buildDeps
```

2.3 Once the project runs successfully and displays the success message, click on the Local link, as shown in the screenshot below:

2.4 App.js file code part of components folder

```
import React from 'react';
import '../styles/App.css';

const App = () => {
  return (
    <div className="App">
      <h1>Welcome to My React App</h1>
      {/* Additional components or logic can be added here */}
    </div>
  );
};

export default App;
```

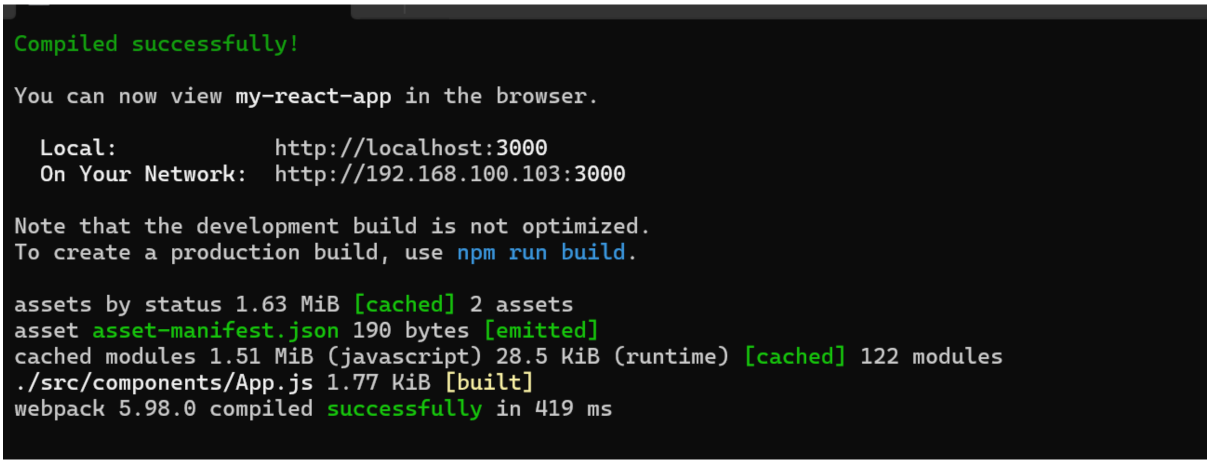
2.5 **App.css** file code part of styles folder

```
/* App.css */
.App {
  text-align: center;
}

.App-header {
  background-color: #282c34;
  min-height: 100vh;
  display: flex;
  flex-direction: column;
  align-items: center;
  justify-content: center;
  font-size: calc(10px + 2vmin);
  color: white;
}

.App-link {
  color: #61dafb;
}
```

2.6 now run the project using the command as

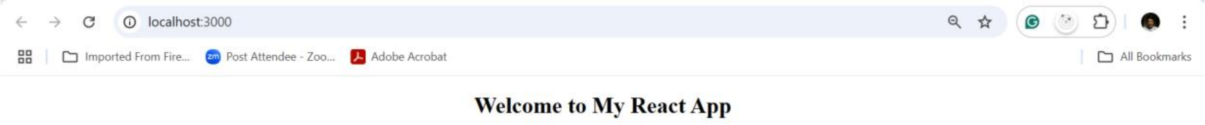
```
npm start
```

Out can see the output as



```
Compiled successfully!

You can now view my-react-app in the browser.

  Local:            http://localhost:3000
  On Your Network:  http://192.168.100.103:3000

Note that the development build is not optimized.
To create a production build, use npm run build.

assets by status 1.63 MiB [cached] 2 assets
asset asset-manifest.json 190 bytes [emitted]
cached modules 1.51 MiB (javascript) 28.5 KiB (runtime) [cached] 122 modules
./src/components/App.js 1.77 KiB [built]
webpack 5.98.0 compiled successfully in 419 ms
```

On browser

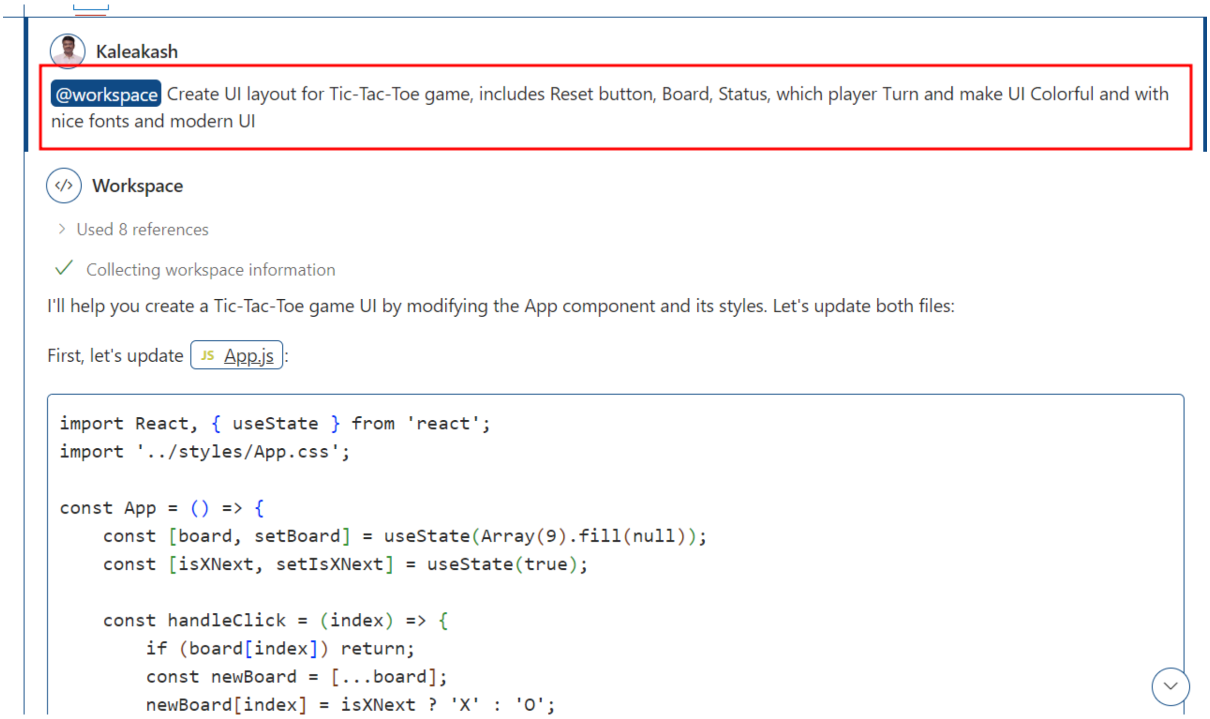


Welcome to My React App

Task 2: Create Basic Tic-Tac-Toe Game Using GitHub Copilot

Step 2: Use prompts to create the basic user interface

2.1 Use the following prompt to generate a basic UI for the Tic-Tac-Toe game:
Create UI layout for Tic-Tac-Toe game, includes Reset button, Board, Status, which player Turn and make UI Colorful and with nice fonts and modern UI



Kaleakash

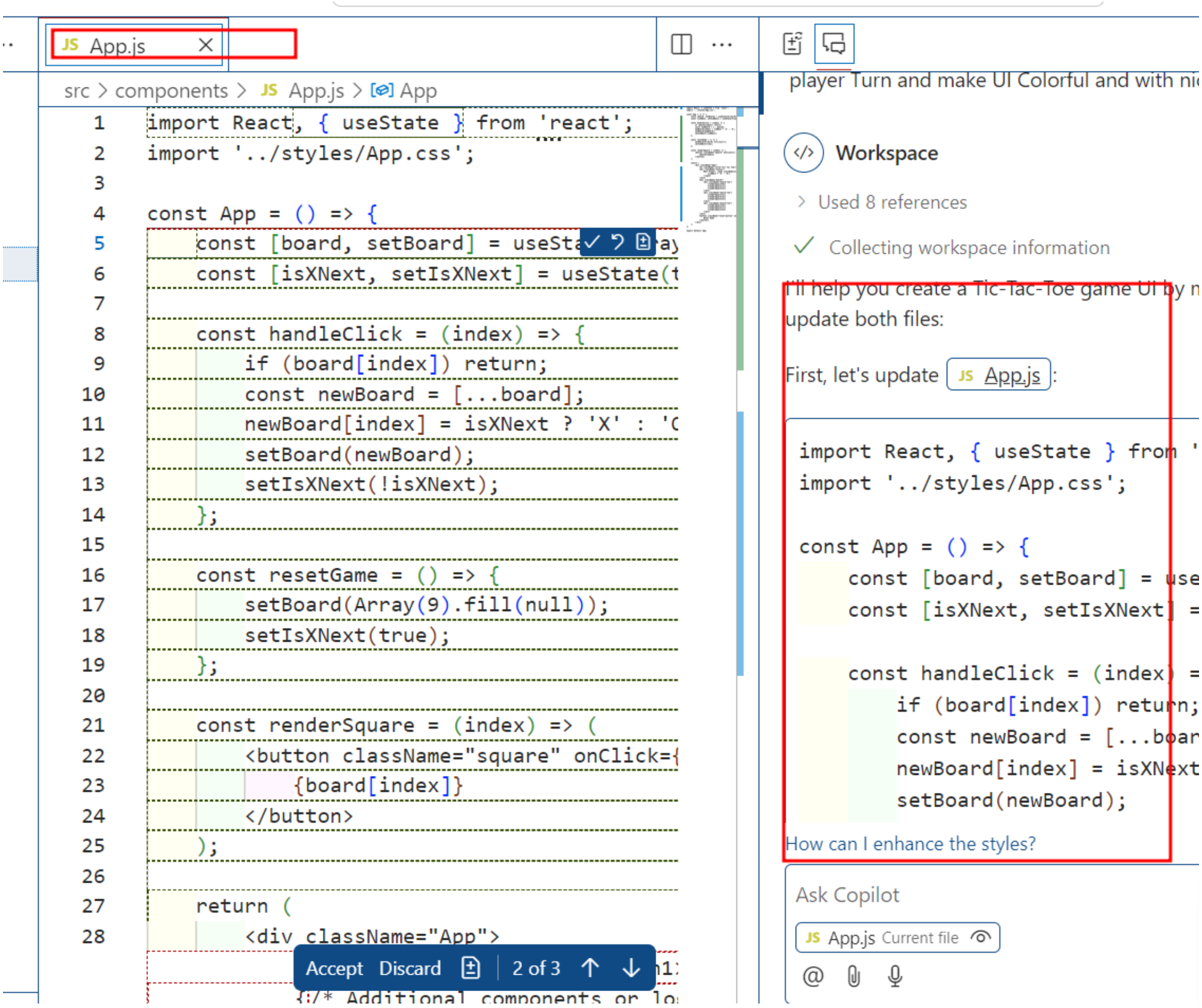
@workspace Create UI layout for Tic-Tac-Toe game, includes Reset button, Board, Status, which player Turn and make UI Colorful and with nice fonts and modern UI

Workspace

I'll help you create a Tic-Tac-Toe game UI by modifying the App component and its styles. Let's update both files:

First, let's update App.js:

```
import React, { useState } from 'react';
import '../styles/App.css';

const App = () => {
    const [board, setBoard] = useState(Array(9).fill(null));
    const [isXNext, setIsXNext] = useState(true);

    const handleClick = (index) => {
        if (board[index]) return;
        const newBoard = [...board];
        newBoard[index] = isXNext ? 'X' : 'O';
```



```
import React, { useState } from 'react';
import '../styles/App.css';

const App = () => {
    const [board, setBoard] = useSta
    const [isXNext, setIsXNext] = useState(t

    const handleClick = (index) => {
        if (board[index]) return;
        const newBoard = [...board];
        newBoard[index] = isXNext ? 'X' : 'C
        setBoard(newBoard);
        setIsXNext(!isXNext);
    };

    const resetGame = () => {
        setBoard(Array(9).fill(null));
        setIsXNext(true);
    };

    const renderSquare = (index) => (
        <button className="square" onClick={
            {board[index]}
        </button>
    );

    return (
        <div className="App">
```

player Turn and make UI Colorful and with ni

Workspace

Used 8 references

✓ Collecting workspace information

I'll help you create a Tic-Tac-Toe game UI by m
update both files:

First, let's update App.js:

```
import React, { useState } from '
import '../styles/App.css';

const App = () => {
    const [board, setBoard] = use
    const [isXNext, setIsXNext] =

    const handleClick = (index) =
        if (board[index]) return;
        const newBoard = [...boar
        newBoard[index] = isXNext
        setBoard(newBoard);
```

How can I enhance the styles?

Ask Copilot

App.js Current file

2.2 So, apply this generated code to App.js file

App.js file code

```
import React, { useState } from 'react';
import '../styles/App.css';

const App = () => {
  const [board, setBoard] = useState(Array(9).fill(null));
  const [isXNext, setIsXNext] = useState(true);

  const handleClick = (index) => {
    if (board[index]) return;
    const newBoard = [...board];
    newBoard[index] = isXNext ? 'X' : 'O';
    setBoard(newBoard);
    setIsXNext(!isXNext);
};

const resetGame = () => {
    setBoard(Array(9).fill(null));
    setIsXNext(true);
};

const renderSquare = (index) => (
    <button className="square" onClick={() => handleClick(index)}>
        {board[index]}
    </button>
);

return (
    <div className="App">
        <h1 className="title">Tic Tac Toe</h1>
        <div className="status">
            Next Player: <span className={isXNext ? 'x-player' : 'o-player'}>
                {isXNext ? 'X' : 'O'}
            </span>
        </div>
        <div className="board">
            <div className="board-row">
                {renderSquare(0)}
                {renderSquare(1)}
                {renderSquare(2)}
            </div>
            <div className="board-row">
                {renderSquare(3)}
                {renderSquare(4)}
                {renderSquare(5)}
            </div>
            <div className="board-row">
                {renderSquare(6)}
                {renderSquare(7)}
```

```
          {renderSquare(8)}
        </div>
      </div>
      <button className="reset-button" onClick={resetGame}>
        Reset Game
      </button>
    </div>
  );
};

export default App;
```

2.3 Even apply App.css file generated code to existing App.css file

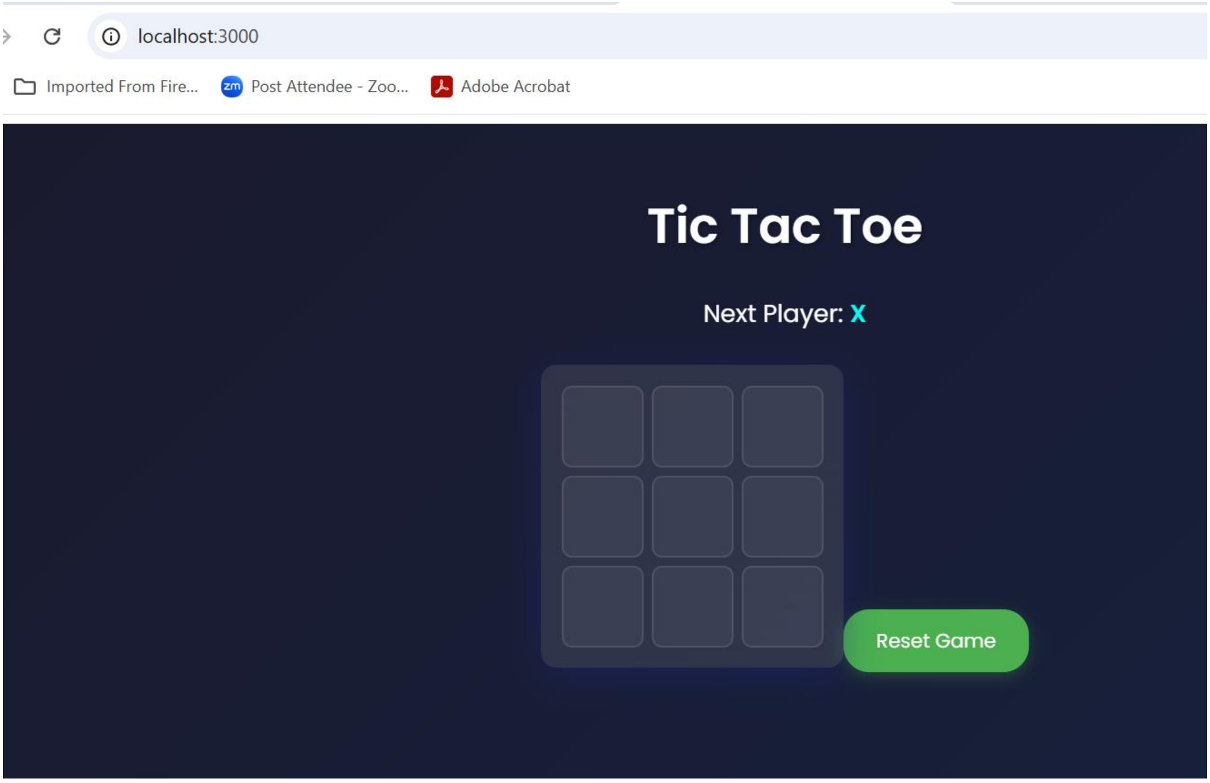
App.css

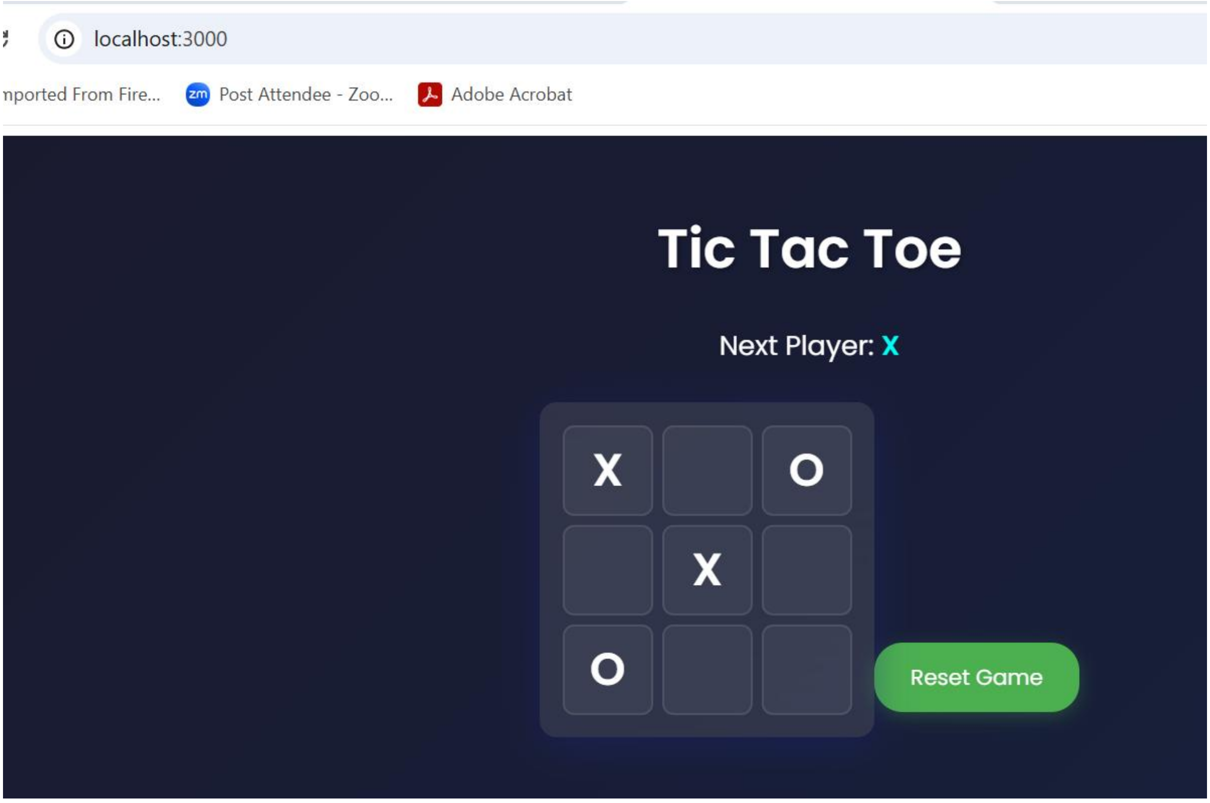
```
@import
url('https://fonts.googleapis.com/css2?family=Poppins:wght@400;600&display
=swap');

/* App.css */
.App {
  text-align: center;
  min-height: 100vh;
  background: linear-gradient(135deg, #1a1a2e, #16213e);
  padding: 2rem;
  font-family: 'Poppins', sans-serif;
}

.App-header {
  background-color: #282c34;
  min-height: 100vh;
  display: flex;
  flex-direction: column;
  align-items: center;
  justify-content: center;
  font-size: calc(10px + 2vmin);
  color: white;
}

.App-link {
  color: #61dafb;
}

.title {
  color: #fff;
  font-size: 3rem;
  margin-bottom: 2rem;
  text-shadow: 2px 2px 4px rgba(0, 0, 0, 0.3);
}

.status {
  color: #fff;
  font-size: 1.5rem;
  margin-bottom: 2rem;
}

.x-player {
  color: #00fff5;
  font-weight: bold;
}

.o-player {
  color: #ff6b6b;
  font-weight: bold;
}

.board {
  display: inline-block;
  background: rgba(255, 255, 255, 0.1);
  padding: 1rem;
  border-radius: 15px;
```

```
    box-shadow: 0 8px 32px 0 rgba(31, 38, 135, 0.37);
    backdrop-filter: blur(4px);
}

.board-row {
    display: flex;
}

.square {
    width: 80px;
    height: 80px;
    background: rgba(255, 255, 255, 0.05);
    border: 2px solid rgba(255, 255, 255, 0.1);
    margin: 4px;
    border-radius: 10px;
    font-size: 2.5rem;
    font-weight: bold;
    color: #fff;
    cursor: pointer;
    transition: all 0.3s ease;
    font-family: 'Poppins', sans-serif;
}

.square:hover {
    background: rgba(255, 255, 255, 0.1);
    transform: scale(1.05);
}

.square:focus {
    outline: none;
}

.reset-button {
    margin-top: 2rem;
    padding: 1rem 2rem;
    font-size: 1.2rem;
    background: #4CAF50;
```

```
  color: white;
  border: none;
  border-radius: 25px;
  cursor: pointer;
  transition: all 0.3s ease;
  font-family: 'Poppins', sans-serif;
  box-shadow: 0 4px 15px rgba(76, 175, 80, 0.3);
}

.reset-button:hover {
  background: #45a049;
  transform: translateY(-2px);
}

.reset-button:active {
  transform: translateY(0);
}
```

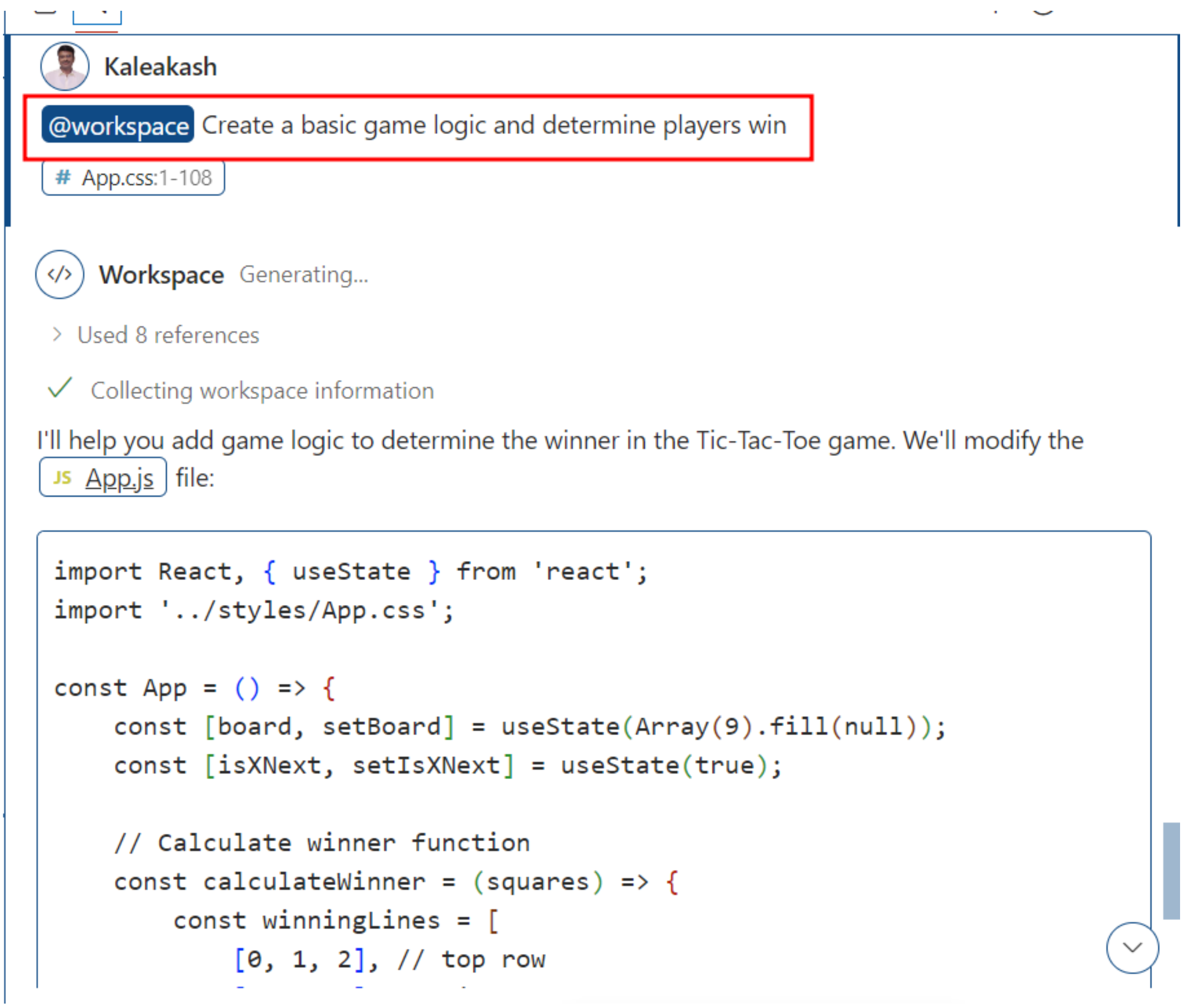
2.4 The output after executing the basic Tic-Tac-Toe game is as follows:





Step 3: Use prompts to develop the basic game logic and determine when a player wins

3.1 Use the following prompt to create a basic game logic and determine when a player wins:
@workspace Create a basic game logic and determine players win



Kaleakash

@workspace Create a basic game logic and determine players win

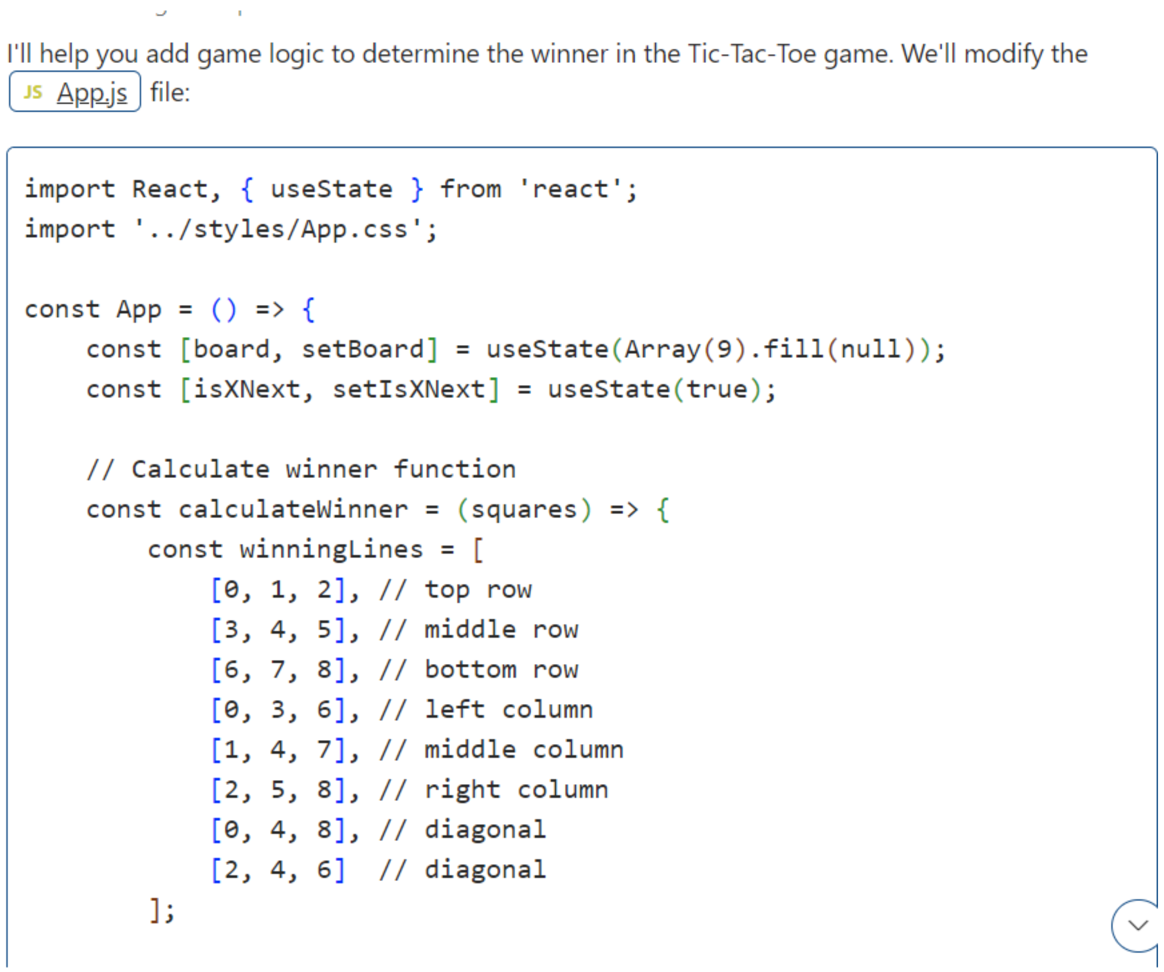
Workspace Generating...

Collecting workspace information

I'll help you add game logic to determine the winner in the Tic-Tac-Toe game. We'll modify the App.js file:

```
import React, { useState } from 'react';
import '../styles/App.css';

const App = () => {
    const [board, setBoard] = useState(Array(9).fill(null));
    const [isXNext, setIsXNext] = useState(true);

    // Calculate winner function
    const calculateWinner = (squares) => {
        const winningLines = [
            [0, 1, 2], // top row
```

The response from GitHub Copilot is as follows:



I'll help you add game logic to determine the winner in the Tic-Tac-Toe game. We'll modify the App.js file:

```
import React, { useState } from 'react';
import '../styles/App.css';

const App = () => {
    const [board, setBoard] = useState(Array(9).fill(null));
    const [isXNext, setIsXNext] = useState(true);

    // Calculate winner function
    const calculateWinner = (squares) => {
        const winningLines = [
            [0, 1, 2], // top row
            [3, 4, 5], // middle row
            [6, 7, 8], // bottom row
            [0, 3, 6], // left column
            [1, 4, 7], // middle column
            [2, 5, 8], // right column
            [0, 4, 8], // diagonal
            [2, 4, 6]  // diagonal
        ];
```

3.2 Add the following prompt inside App.js to enhance the user experience:

App.js file code

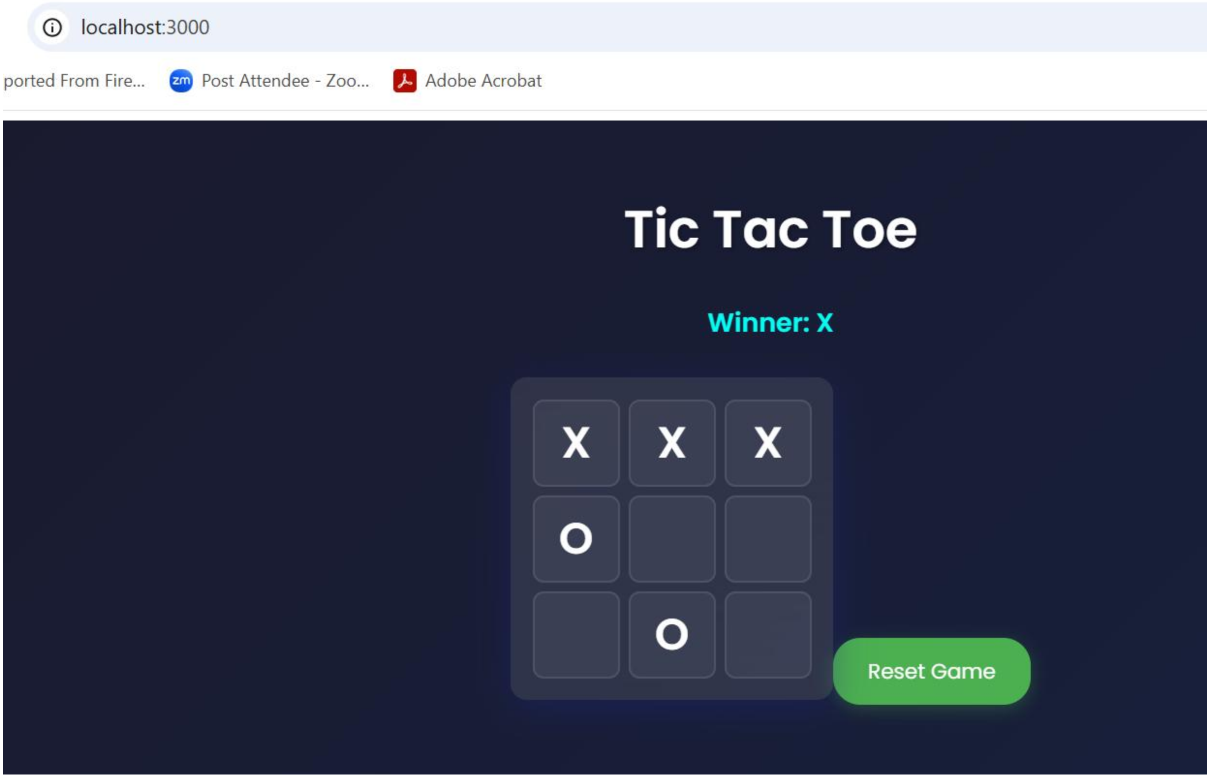
```
import React, { useState } from 'react';
import '../styles/App.css';

const App = () => {
  const [board, setBoard] = useState(Array(9).fill(null));
  const [isXNext, setIsXNext] = useState(true);

  // Calculate winner function
  const calculateWinner = (squares) => {
```

```
  const winningLines = [
    [0, 1, 2], // top row
    [3, 4, 5], // middle row
    [6, 7, 8], // bottom row
    [0, 3, 6], // left column
    [1, 4, 7], // middle column
    [2, 5, 8], // right column
    [0, 4, 8], // diagonal
    [2, 4, 6]  // diagonal
  ];

  for (let line of winningLines) {
    const [a, b, c] = line;
    if (squares[a] && squares[a] === squares[b] && squares[a] === squares[c]) {
      return squares[a];
    }
  }
  return null;
};

// Check if game is draw
const isDraw = (squares) => {
  return squares.every(square => square !== null);
};

const handleClick = (index) => {
  if (board[index] || calculateWinner(board)) return;
  const newBoard = [...board];
  newBoard[index] = isXNext ? 'X' : 'O';
  setBoard(newBoard);
  setIsXNext(!isXNext);
};

const resetGame = () => {
  setBoard(Array(9).fill(null));
  setIsXNext(true);
};

const renderSquare = (index) => (
  <button className="square" onClick={() => handleClick(index)}>
    {board[index]}
  </button>
);
```

```
  const winner = calculateWinner(board);
  const gameIsDraw = isDraw(board);
  let status;

  if (winner) {
    status = `Winner: ${winner}`;
  } else if (gameIsDraw) {
    status = "Game is a Draw!";
  } else {
    status = `Next Player: ${isXNext ? 'X' : 'O'}`;
  }

  return (
    <div className="App">
      <h1 className="title">Tic Tac Toe</h1>
      <div className="status">
        <span className={winner ? (winner === 'X' ? 'x-player' : 'o-player') :
(isXNext ? 'x-player' : 'o-player')}>
          {status}
        </span>
      </div>
      <div className="board">
        <div className="board-row">
          {renderSquare(0)}
          {renderSquare(1)}
          {renderSquare(2)}
        </div>
        <div className="board-row">
          {renderSquare(3)}
          {renderSquare(4)}
          {renderSquare(5)}
        </div>
        <div className="board-row">
          {renderSquare(6)}
          {renderSquare(7)}
          {renderSquare(8)}
        </div>
      </div>
      <button className="reset-button" onClick={resetGame}>
        Reset Game
      </button>
    </div>
  );
};
```

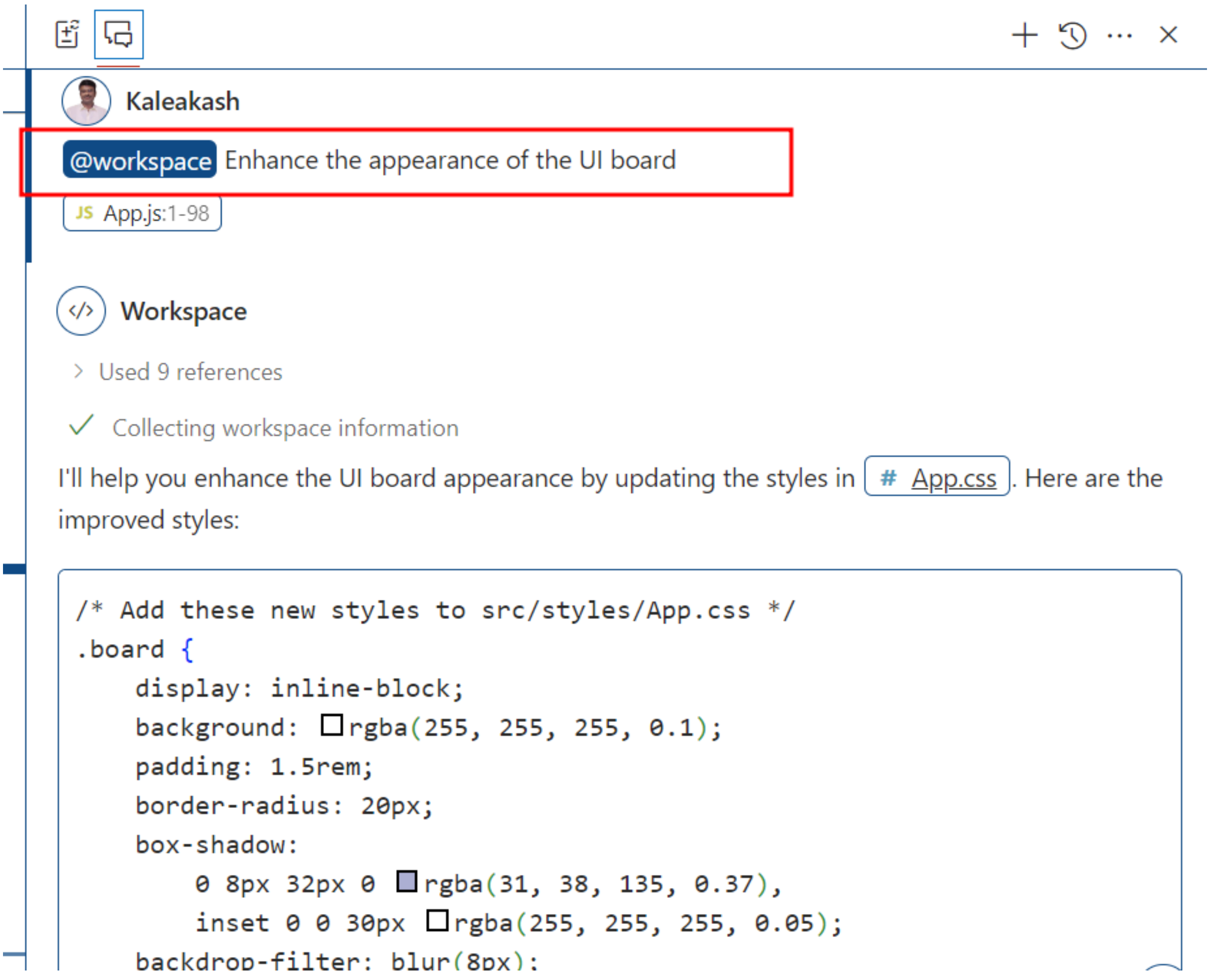
```
export default App;
```

After run the application output as



Step 3: Use prompts to enhance the board's user interface aesthetics

3.1 Use the following prompt to enhance the appearance of the UI board:
@workspace Enhance the appearance of the UI board



Kaleakash

@workspace Enhance the appearance of the UI board

JS App.js:1-98

Workspace

> Used 9 references

✓ Collecting workspace information

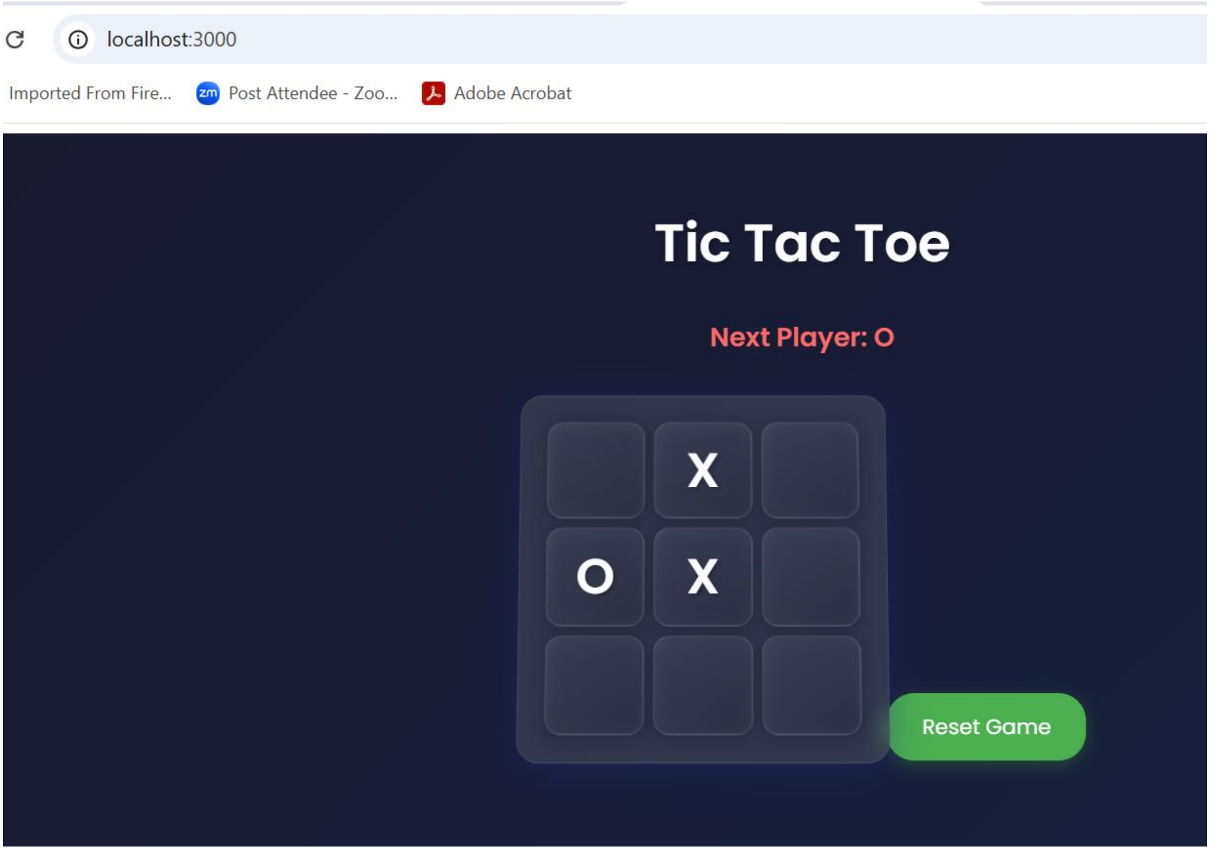
I'll help you enhance the UI board appearance by updating the styles in # App.css. Here are the improved styles:

```
/* Add these new styles to src/styles/App.css */
.board {
    display: inline-block;
    background: rgba(255, 255, 255, 0.1);
    padding: 1.5rem;
    border-radius: 20px;
    box-shadow:
        0 8px 32px 0 rgba(31, 38, 135, 0.37),
        inset 0 0 30px rgba(255, 255, 255, 0.05);
    backdrop-filter: blur(8px);
```

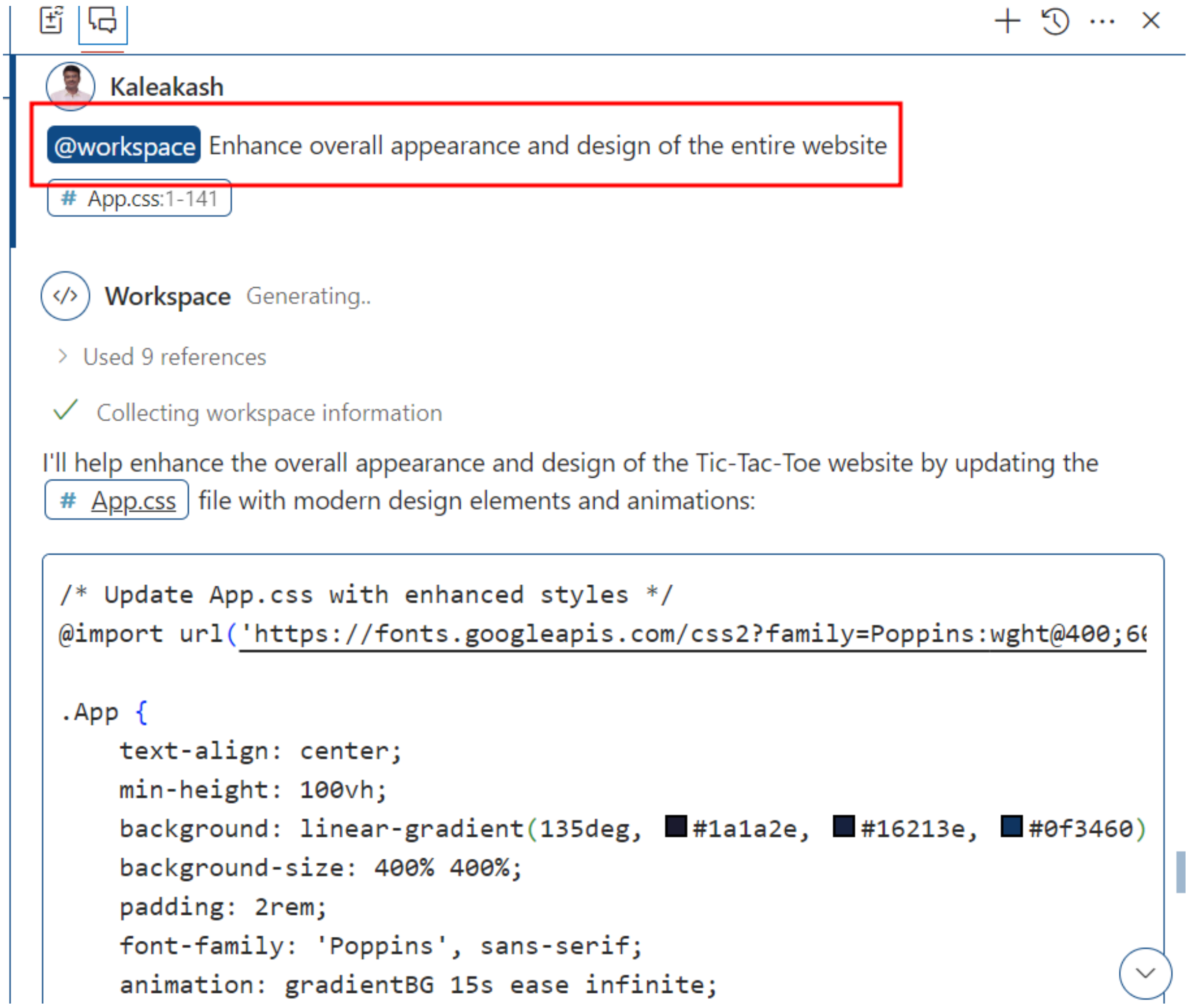
App.css file code

```
@import url('https://fonts.googleapis.com/css2?family=Poppins:wght@400;600&display=swap');

/* App.css */
.App {
  text-align: center;
  min-height: 100vh;
  background: linear-gradient(135deg, #1a1a2e, #16213e);
  padding: 2rem;
  font-family: 'Poppins', sans-serif;
```

```
}

.App-header {
  background-color: #282c34;
  min-height: 100vh;
  display: flex;
  flex-direction: column;
  align-items: center;
  justify-content: center;
  font-size: calc(10px + 2vmin);
  color: white;
}

.App-link {
  color: #61dafb;
}

.title {
  color: #fff;
  font-size: 3rem;
  margin-bottom: 2rem;
  text-shadow: 2px 2px 4px rgba(0, 0, 0, 0.3);
}

.status {
  color: #fff;
  font-size: 1.5rem;
  margin-bottom: 2rem;
}

.x-player {
  color: #00fff5;
  font-weight: bold;
}

.o-player {
  color: #ff6b6b;
  font-weight: bold;
}

.board {
  display: inline-block;
  background: rgba(255, 255, 255, 0.1);
  padding: 1.5rem;
  border-radius: 20px;
  box-shadow:
    0 8px 32px 0 rgba(31, 38, 135, 0.37),
    inset 0 0 30px rgba(255, 255, 255, 0.05);
  backdrop-filter: blur(8px);
  border: 1px solid rgba(255, 255, 255, 0.1);
  transform: perspective(1000px) rotateX(5deg);
  transition: transform 0.3s ease;
}

.board:hover {
  transform: perspective(1000px) rotateX(0deg);
}

.board-row {
  display: flex;
  gap: 8px;
  margin-bottom: 8px;
}

.board-row:last-child {
  margin-bottom: 0;
}

.square {
  width: 90px;
  height: 90px;
  background: linear-gradient(
    145deg,
    rgba(255, 255, 255, 0.05),
    rgba(0, 0, 0, 0.1)
  );
  border: 2px solid rgba(255, 255, 255, 0.1);
  border-radius: 15px;
  font-size: 2.8rem;
  font-weight: bold;
  color: #fff;
  cursor: pointer;
  transition: all 0.3s ease;
  font-family: 'Poppins', sans-serif;
  text-shadow: 2px 2px 4px rgba(0, 0, 0, 0.3);
  box-shadow:
    0 4px 15px rgba(0, 0, 0, 0.2),
    inset 0 0 15px rgba(255, 255, 255, 0.05);
}

.square:hover {
  background: linear-gradient(
    145deg,
    rgba(255, 255, 255, 0.1),
    rgba(0, 0, 0, 0.15)
  );
  transform: translateY(-2px);
  box-shadow:
    0 8px 20px rgba(0, 0, 0, 0.3),
    inset 0 0 15px rgba(255, 255, 255, 0.1);
}

.square:focus {
  outline: none;
}

.square:active {
  transform: translateY(0);
}

.reset-button {
  margin-top: 2rem;
  padding: 1rem 2rem;
  font-size: 1.2rem;
  background: #4CAF50;
  color: white;
  border: none;
  border-radius: 25px;
  cursor: pointer;
  transition: all 0.3s ease;
  font-family: 'Poppins', sans-serif;
  box-shadow: 0 4px 15px rgba(76, 175, 80, 0.3);
}

.reset-button:hover {
  background: #45a049;
  transform: translateY(-2px);
}

.reset-button:active {
  transform: translateY(0);
}
```



3.2 Use the following prompt to enhance the overall appearance and design of the website:
@workspace Enhance overall appearance and design of the entire website



Kaleakash

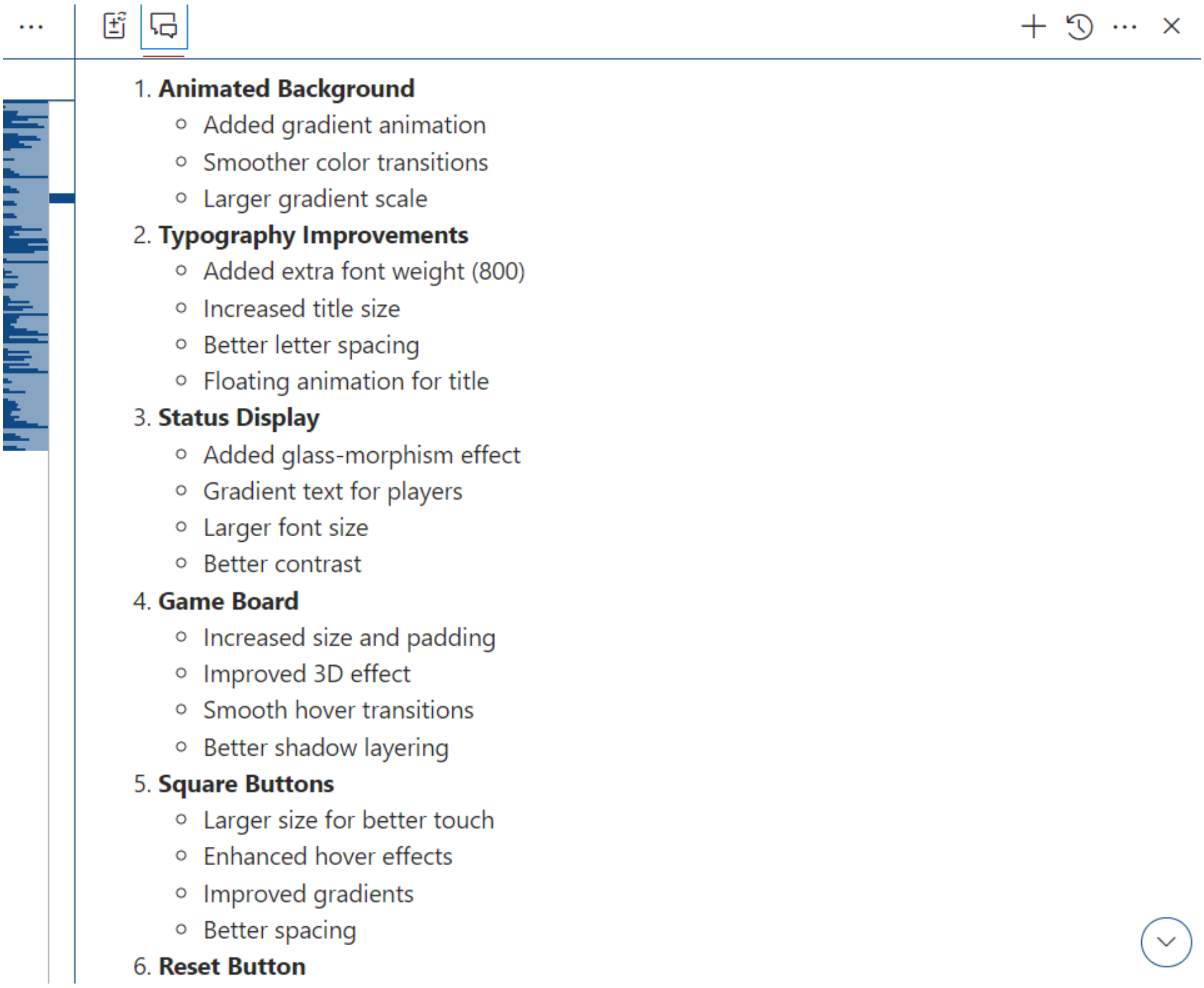
@workspace Enhance overall appearance and design of the entire website

Workspace Generating..

✓ Collecting workspace information

I'll help enhance the overall appearance and design of the Tic-Tac-Toe website by updating the `App.css` file with modern design elements and animations:

```
/* Update App.css with enhanced styles */
@import url('https://fonts.googleapis.com/css2?family=Poppins:wght@400;6

.App {
    text-align: center;
    min-height: 100vh;
    background: linear-gradient(135deg, ■#1a1a2e, ■#16213e, ■#0f3460)
    background-size: 400% 400%;
    padding: 2rem;
    font-family: 'Poppins', sans-serif;
    animation: gradientBG 15s ease infinite;
```



1. **Animated Background**
    - Added gradient animation
    - Smoother color transitions
    - Larger gradient scale
2. **Typography Improvements**
    - Added extra font weight (800)
    - Increased title size
    - Better letter spacing
    - Floating animation for title
3. **Status Display**
    - Added glass-morphism effect
    - Gradient text for players
    - Larger font size
    - Better contrast
4. **Game Board**
    - Increased size and padding
    - Improved 3D effect
    - Smooth hover transitions
    - Better shadow layering
5. **Square Buttons**
    - Larger size for better touch
    - Enhanced hover effects
    - Improved gradients
    - Better spacing
6. **Reset Button**

App.js final code

```
import React, { useState } from 'react';
import '../styles/App.css';

const App = () => {
  const [board, setBoard] = useState(Array(9).fill(null));
  const [isXNext, setIsXNext] = useState(true);

  // Calculate winner function
  const calculateWinner = (squares) => {
    const winningLines = [
      [0, 1, 2], // top row
      [3, 4, 5], // middle row
      [6, 7, 8], // bottom row
      [0, 3, 6], // left column
      [1, 4, 7], // middle column
      [2, 5, 8], // right column
      [0, 4, 8], // diagonal
      [2, 4, 6]  // diagonal
    ];

    for (let line of winningLines) {
      const [a, b, c] = line;
      if (squares[a] && squares[a] === squares[b] && squares[a] === squares[c]) {
        return squares[a];
      }
    }
    return null;
  };

  // Check if game is draw
  const isDraw = (squares) => {
    return squares.every(square => square !== null);
  };

  const handleClick = (index) => {
    if (board[index] || calculateWinner(board)) return;
    const newBoard = [...board];
    newBoard[index] = isXNext ? 'X' : 'O';
    setBoard(newBoard);
    setIsXNext(!isXNext);
  };

  const resetGame = () => {
    setBoard(Array(9).fill(null));
    setIsXNext(true);
  };
  const renderSquare = (index) => (
    <button className="square" onClick={() => handleClick(index)}>
      {board[index]}
    </button>
  );

  const winner = calculateWinner(board);
  const gameIsDraw = isDraw(board);
  let status;

  if (winner) {
    status = `Winner: ${winner}`;
  } else if (gameIsDraw) {
    status = "Game is a Draw!";
  } else {
    status = `Next Player: ${isXNext ? 'X' : 'O'}`;
  }

  return (
    <div className="App">
      <h1 className="title">Tic Tac Toe</h1>
      <div className="status">
        <span className={winner ? (winner === 'X' ? 'x-player' : 'o-player') :
(isXNext ? 'x-player' : 'o-player')}>
          {status}
        </span>
      </div>
      <div className="board">
        <div className="board-row">
          {renderSquare(0)}
          {renderSquare(1)}
          {renderSquare(2)}
        </div>
        <div className="board-row">
          {renderSquare(3)}
          {renderSquare(4)}
          {renderSquare(5)}
```

```
            </div>
            <div className="board-row">
                {renderSquare(6)}
                {renderSquare(7)}
                {renderSquare(8)}
            </div>
        </div>
        <button className="reset-button" onClick={resetGame}>
            Reset Game
        </button>
    </div>
  );
};

export default App;
```

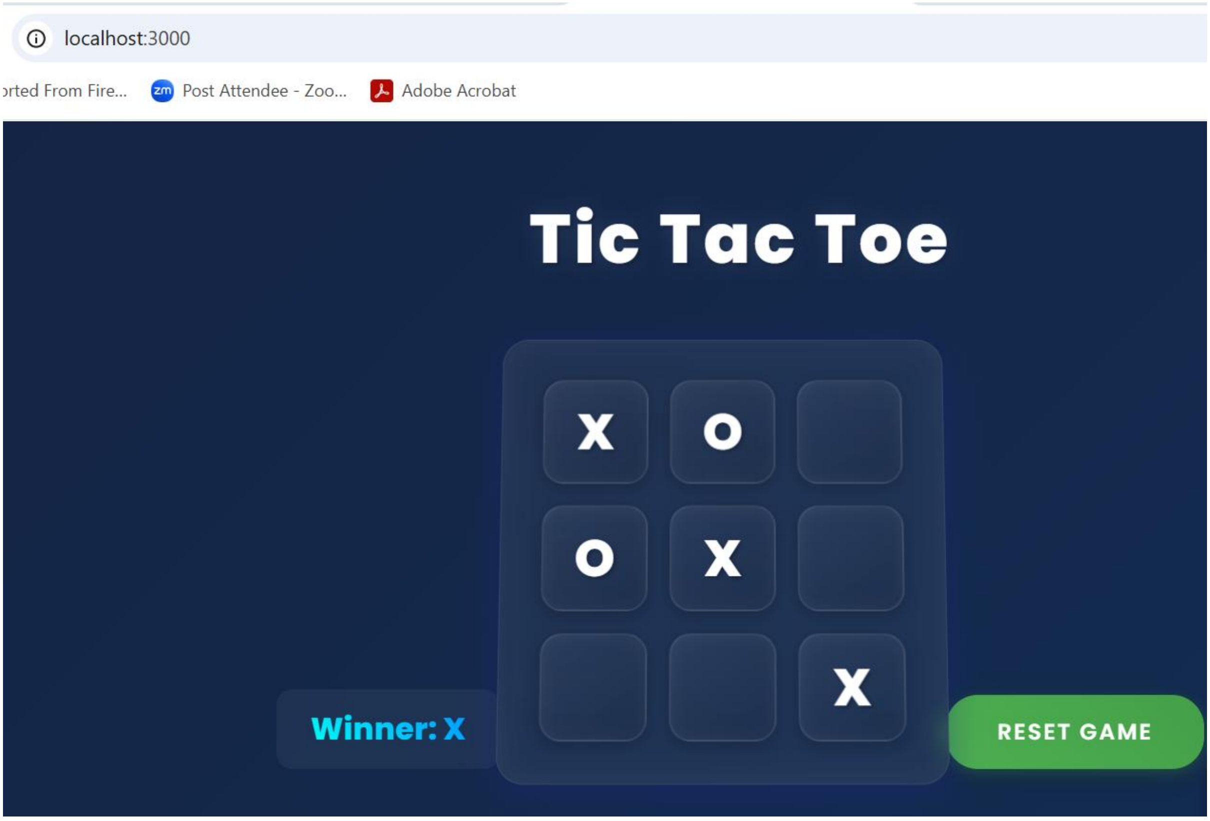
App.css file code

```
@import
url('https://fonts.googleapis.com/css2?family=Poppins:wght@400;600;800&display=swap');

/* App.css */
.App {
   text-align: center;
   min-height: 100vh;
   background: linear-gradient(135deg, #1a1a2e, #16213e, #0f3460);
   background-size: 400% 400%;
   padding: 2rem;
   font-family: 'Poppins', sans-serif;
   animation: gradientBG 15s ease infinite;
}

@keyframes gradientBG {
   0% { background-position: 0% 50% }
   50% { background-position: 100% 50% }
```

```
  100% { background-position: 0% 50% }
}

.App-header {
  background-color: #282c34;
  min-height: 100vh;
  display: flex;
  flex-direction: column;
  align-items: center;
  justify-content: center;
  font-size: calc(10px + 2vmin);
  color: white;
}

.App-link {
  color: #61dafb;
}

.title {
  color: #fff;
  font-size: 4rem;
  font-weight: 800;
  margin-bottom: 2rem;
  text-shadow:
    2px 2px 4px rgba(0, 0, 0, 0.3),
    0 0 20px rgba(255, 255, 255, 0.1);
  letter-spacing: 3px;
  animation: titleFloat 3s ease-in-out infinite;
}

@keyframes titleFloat {
  0%, 100% { transform: translateY(0); }
  50% { transform: translateY(-10px); }
}

.status {
  color: #fff;
```

```
    font-size: 1.8rem;
    margin-bottom: 3rem;
    padding: 1rem 2rem;
    background: rgba(255, 255, 255, 0.05);
    border-radius: 15px;
    backdrop-filter: blur(10px);
    display: inline-block;
}

.x-player {
    background: linear-gradient(45deg, #00fff5, #0099ff);
    -webkit-background-clip: text;
    background-clip: text;
    color: transparent;
    font-weight: bold;
    text-shadow: none;
}

.o-player {
    background: linear-gradient(45deg, #ff6b6b, #ff3366);
    -webkit-background-clip: text;
    background-clip: text;
    color: transparent;
    font-weight: bold;
    text-shadow: none;
}

.board {
    display: inline-block;
    background: rgba(255, 255, 255, 0.05);
    padding: 2rem;
    border-radius: 25px;
    box-shadow:
        0 8px 32px 0 rgba(31, 38, 135, 0.37),
        inset 0 0 30px rgba(255, 255, 255, 0.05);
    backdrop-filter: blur(10px);
    border: 1px solid rgba(255, 255, 255, 0.1);
    transform: perspective(1000px) rotateX(5deg);
    transition: all 0.5s ease;
}

.board:hover {
    transform: perspective(1000px) rotateX(0deg) scale(1.02);
}

.board-row {
    display: flex;
    gap: 8px;
    margin-bottom: 8px;
}

.board-row:last-child {
    margin-bottom: 0;
}

.square {
    width: 100px;
    height: 100px;
    background: linear-gradient(
        145deg,
        rgba(255, 255, 255, 0.05),
        rgba(0, 0, 0, 0.1)
    );
    border: 2px solid rgba(255, 255, 255, 0.1);
    border-radius: 20px;
    font-size: 3rem;
    font-weight: bold;
    color: #fff;
    cursor: pointer;
    transition: all 0.3s ease;
    margin: 6px;
    font-family: 'Poppins', sans-serif;
    text-shadow: 2px 2px 4px rgba(0, 0, 0, 0.3);
    box-shadow:
        0 4px 15px rgba(0, 0, 0, 0.2),
        inset 0 0 15px rgba(255, 255, 255, 0.05);
}

.square:hover {
    background: linear-gradient(
        145deg,
        rgba(255, 255, 255, 0.1),
        rgba(0, 0, 0, 0.15)
    );
    transform: translateY(-5px);
    box-shadow:
        0 8px 25px rgba(0, 0, 0, 0.3),
        inset 0 0 20px rgba(255, 255, 255, 0.1);
}

.square:focus {
    outline: none;
}

.square:active {
    transform: translateY(0);
}

.reset-button {
    margin-top: 3rem;
    padding: 1.2rem 3rem;
    font-size: 1.3rem;
    background: linear-gradient(45deg, #4CAF50, #45a049);
    color: white;
    border: none;
    border-radius: 30px;
    cursor: pointer;
    transition: all 0.3s ease;
    font-family: 'Poppins', sans-serif;
    font-weight: 600;
    text-transform: uppercase;
    letter-spacing: 2px;
    box-shadow:
        0 4px 15px rgba(76, 175, 80, 0.3),
        0 8px 25px rgba(0, 0, 0, 0.2);
}

.reset-button:hover {
    transform: translateY(-3px) scale(1.05);
    box-shadow:
        0 6px 20px rgba(76, 175, 80, 0.4),
        0 10px 30px rgba(0, 0, 0, 0.3);
}

.reset-button:active {
    transform: translateY(0) scale(1);
}

@media (max-width: 600px) {
    .title {
        font-size: 3rem;
    }

    .square {
        width: 80px;
        height: 80px;
        font-size: 2.5rem;
    }

    .status {
        font-size: 1.4rem;
    }
}
```

Output as



The overall output of the game is: