P07 JavaScript 2

1
Use jQuery to implement an onClick handler for the board. Make sure that the "this" parameter is working by using a proxy. Calculate the correct column from the x coordinate and update the cellStates array. Make sure that you know what the active player is by defining a member variable activePlayer that changes between 1 (for player 1) and 2.

2
It would be nice if we could show the name of both players. Add a jQueryMobile popup that opens automatically when the game is loaded and asks the user to enter a name for player 1. If this has done, the popup should close and a new popup appear, asking for the name of player 2. Display both names in the player information.

3
Highlight the player information of the active player so that it is clear who has the next move.

4
We will provide a very simple method that checks if we have a winner. This method is called "checkWon". Integrate this method.

5
Play the game on different devices (stationary and mobile).