mini-project-nought-and-crosses-summary

Mini Project: Noughts & Crosses Summary

Instructors notes

1. Distribute the `skeleton.zip`, instructions for cohort are below:
2. The main session should take ~0.5 hours, to discuss & show.
3. They had about half a day to work on Noughts & Crosses which with pairing and mobbing on Discord meant they all got most of these checked off. There is the reference solution that snippets can be shared from as well.
4. If anyone shoots through the Noughts & Crosses implementation suggest they can stray outside of the `academy.js` file to add features like named players, win counters, automated players, etc.
5. Giving a chance for a few of them to share how they solved different parts of the Noughts & Crosses is a good idea (e.g. state representation, win detection) as it should promote some healthy discussion.

Cohort instructions

1. You'll find a few files for the mini-project in the `skeleton.zip` file:
    1. academy.js - the JavaScript file containing some function stubs. This is what you should add to in order to get the game working.
    2. index.html - the webpage that Noughts & Crosses will render on. Open this in your browser to see your code working. You shouldn't need to edit this file.
    3. main.css - some basic styling for the game, you shouldn't need to make changes here.
    4. connectors.js - logic to join up academy.js to the webpage, you shouldn't

need to make changes here either.

2. Open "index.html" in your browser. Press F12 (or your browsers equivalent) to open the developer tools, and navigate to the console.
3. Clicking on the grid and reset button should print messages in the console that line up with the functions in "academy.js"
4. Fill out the functions in "academy.js" to make the game work! Check the console in your browser for error messages as you go. Make small changes, use log messages and refresh the browser often to check your code.
5. If you get stuck, ask for help!

Bonus task

If you get the game implemented and working, feel free to have a look at the other files in the project and make any improvements you'd like. Some ideas:

- Can you keep track of how many games each player has won?
- Can you add some prettier colours to the game?