

Project Report: Tic-Tac-Toe Game

Title: Tic-Tac-Toe Game Development Using HTML, CSS, and JavaScript

Company: Unified Mentor Private Limited

Role: Frontend Developer

Duration: MAY 2025 – JUNE 2025

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1. Introduction

This project is a web-based implementation of the classic Tic-Tac-Toe game using HTML, CSS, and JavaScript. It is designed to demonstrate frontend development skills including UI design, accessibility, responsiveness, and interactive gameplay logic.

2. Technologies Used

- HTML5
- CSS3 (with responsive and styled layout)
- JavaScript (game logic and interactivity)

3. Features

- Two-player gameplay
- Visually styled board with interactive effects
- Keyboard accessibility support
- Game status display and reset functionality
- Highlighting winning combinations
- Background video with overlay for aesthetic UI

4. Source Code Files

- index.html – structure of the game interface
- styles.css – styling and responsive design
- script.js – game logic and interactivity

5. Deployment

The project was deployed using GitHub Pages for public access.

To deploy:

1. Push the code to a GitHub repository.
2. Go to repository settings > Pages > Select main branch > Save.
3. The game will be live !

6. GitHub README Overview

Tic-Tac-Toe Game

A two-player game built using HTML, CSS, and JavaScript with visual effects and keyboard accessibility.

Features

- Interactive board
- Reset functionality
- Winning combination highlight

Run Locally

Clone the project and open index.html in a browser.

7. Conclusion

This project demonstrates key frontend development capabilities such as structured HTML, styled responsive CSS, and interactive JavaScript logic in a fun and engaging way. It also follows modern accessibility and UI/UX practices.