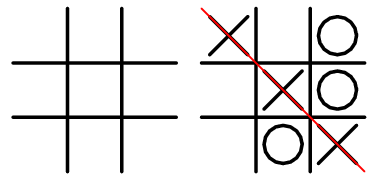
JS Modules

**DEADLINE:** 30/03/2020

## DESCRIPTION



Tic Tac Toe

You’ll need to implement a well-known game for 2 players. Rules are very simple: Players are marking by turns the spaces in a 3x3 grid with X or O. The player who succeeds in placing three of their marks in a horizontal, vertical, or diagonal row is the winner.

The page should have a 3x3 grid, player names with their marks and scores, ‘New game’ and ‘Reset’ buttons. It’s up to you to make it ‘player vs player‘ game or ‘player vs computer’.

## GAME FLOW

* The game should randomly decide which player has the first turn at the beginning of the round and highlight his name. After every turn, the highlighted name should change accordingly.
* Player should be allowed to mark only an empty cell.
* Once a player succeeded to mark the whole row, the game should display an appropriate message (e.g. ‘Player 1 won!’) and increment winner’s score. The winning row should be highlighted or crossed out.
* When all 9 squares are full and no player has 3 marks in a row, the game is over with a draw. ‘Draw!’ message should be displayed and both player’s scores are increased by 1.
* When user press ‘New game’ button, the grid should be cleared, but players' scores should remain.
* When users press ‘Clear button’, both players' scores and grid should be cleared.

## REQUIREMENTS

* Use **Webpack** to handle build process.
* Please use ES6 where it is possible. Code should be split by its purpose and located in different **modules**. Should be compiled to one **minimized** bundle.js file.
* Styles should be Less/Sass/Scss in different files, but should be compiled into one file.
* Package.json file should have 2 scripts:

build - for compiling all the project,

start - runs development server and watches all file changes.

## SUBMIT

* The folder should be uploaded to your GitHub repository into master branch