Project #1: The Game

Overview

Let's start with something fun - **a game!**

Everyone will get a chance to **be creative**, and work through some really **tough programming challenges**. Since you've already gotten your feet wet with games such as 2048 (https://ironhack.github.io/guided-game-2048/), it's up to you to come up with a fun and interesting game to build.

You will be working individually for this project, but we'll be guiding you along the process and helping you as you go. Show us what you've got!

Technical Requirements

Your app must:

- **Render a game in the browser**
- **Switch turns** between two players
- **Design logic for winning** & **visually display which player won**
- **Include separate HTML / CSS / JavaScript files**
- Stick with **KISS (Keep It Simple Stupid)** and **DRY (Don't Repeat Yourself)** principles
- Use **Javascript or jQuery** for **DOM manipulation**
- **Deploy your game online** to GitHub Pages, where the rest of the world can access it
- Use **semantic markup** for HTML and CSS (adhere to best practices)