Assignment:

Create a HTML page on which someone can play the game Tic-Tac-Toe.

This is the UI prototype of how your page should look like:

The game Tic-Tac-Toe is played between two players, one player uses X and other O. Players get alternate chances to put X or O into any of the 9 empty cells. The objective is to get three in a row; it can be vertical, horizontal or diagonal.

In your solution you should start with a layout with 9 blank spaces and two card like boxes marked as X and O as is shown on the right side, X and O should be “divs” and not images. Then player1 (X) will drag and drop card X on the board and he/she can only drop on any of the 9 blank spaces. Then player2 (O) will drag and drop card O, he/she can only drop it on any of the remaining 8 blank spaces. And so on. The players can only alternately drag and drop cards. The game ends when either of the players gets 3 in a row. When this happens you need to show an alert that “X has won” or “O has won”. If all the 9 spaces are filled and there is no winner then you need to show an OK/Cancel dialog “Draw, play again”, when Ok is clicked your layout should clean up with all blank spaces. At no point your page should reload itself. You can use UI library of your choice.



Make logical assumptions wherever needed.

Your design should be clear, you should follow MVC paradigm. Proper event handling should be there.