```html
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <link rel="stylesheet" href="style.css">
    <title>Tic Tac Toe</title>
</head>
<body>
    <h1>Tic Tac Toe</h1>
    <div class="board">
        <div class="cell" onclick="makeMove(this)"></div>
        <div class="cell" onclick="makeMove(this)"></div>
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        <div class="cell" onclick="makeMove(this)"></div>
        <div class="cell" onclick="makeMove(this)"></div>
    </div>
    <div class="message"></div>
    <button class="reset-button" onclick="resetBoard()">Reset</button>
    <script src="script.js"></script>
</body>
</html>
<style>
    body {
    font-family: Arial, sans-serif;
    text-align: center;
}

h1 {
    font-size: 24px;
}

.board {
    display: grid;
    grid-template-columns: repeat(3, 100px);
    grid-gap: 10px;
    margin: 20px auto;
    width: 320px;
}

.cell {
    width: 100px;
    height: 100px;
    font-size: 24px;
    text-align: center;
    border: 2px solid #333;
    cursor: pointer;
}

.message {
    font-size: 24px;
    margin: 10px 0;
}

.reset-button {
    padding: 10px 20px;
    font-size: 20px;
    background-color: #333;
    color: #fff;
    border: none;
    cursor: pointer;
}

.reset-button:hover {
    background-color: #555;
}

</style>
<script>
    let currentPlayer = 'X';
let cells = document.querySelectorAll('.cell');
let gameOver = false;
```

```javascript
function makeMove(cell) {
    if (!gameOver && cell.innerHTML === '') {
        cell.innerHTML = currentPlayer;
        checkWin();
        currentPlayer = currentPlayer === 'X' ? 'O' : 'X';
    }
}

function checkWin() {
    const winningCombos = [
        [0, 1, 2],
        [3, 4, 5],
        [6, 7, 8],
        [0, 3, 6],
        [1, 4, 7],
        [2, 5, 8],
        [0, 4, 8],
        [2, 4, 6]
    ];

    for (const combo of winningCombos) {
        const [a, b, c] = combo;
        if (cells[a].innerHTML && cells[a].innerHTML === cells[b].innerHTML && cells[a].innerHTML === cells[c].inner
            gameOver = true;
            document.querySelector('.message').innerHTML = `${currentPlayer} wins!`;
            break;
        }
    }

    if (!gameOver && Array.from(cells).every(cell => cell.innerHTML)) {
        gameOver = true;
        document.querySelector('.message').innerHTML = "It's a draw!";
    }
}

function resetBoard() {
    cells.forEach(cell => (cell.innerHTML = ''));
    document.querySelector('.message').innerHTML = '';
    currentPlayer = 'X';
    gameOver = false;
}


</script>
```