Index.html

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<title>Tic Tac Toe Game | CodingCSE-AI</title>

<link rel="stylesheet" href="style.css">

<link rel="stylesheet" href="https://cdnjs.cloudflare.com/ajax/libs/font-awesome/5.15.3/css/all.min.css"/>

</head>

<body>

<!-- select box -->

<div class="select-box">

<header>Tic Tac Toe</header>

<div class="content">

<div class="title">Select which you want to be?</div>

<div class="options">

<button class="playerX">Player (X)</button>

<button class="playerO">Player (O)</button>

</div>

<div class="credit">Created By <a href="https://www.youtube.com/codingnepal" target="\_blank">CodingCSE-AI</a></div>

</div>

</div>

<!-- playboard section -->

<div class="play-board">

<div class="details">

<div class="players">

<span class="Xturn">X's Turn</span>

<span class="Oturn">O's Turn</span>

<div class="slider"></div>

</div>

</div>

<div class="play-area">

<section>

<span class="box1"></span>

<span class="box2"></span>

<span class="box3"></span>

</section>

<section>

<span class="box4"></span>

<span class="box5"></span>

<span class="box6"></span>

</section>

<section>

<span class="box7"></span>

<span class="box8"></span>

<span class="box9"></span>

</section>

</div>

</div>

<!-- result box -->

<div class="result-box">

<div class="won-text"></div>

<div class="btn"><button>Replay</button></div>

</div>

<script src="script.js"></script>

</body>

</html>

Style.css

@import url('https://fonts.googleapis.com/css2?family=Poppins:wght@200;300;400;500;600;700&display=swap');

\*{

margin: 0;

padding: 0;

box-sizing: border-box;

font-family: 'Poppins', sans-serif;

}

::selection{

color: #fff;

background:#56baed;

}

body{

background:#56baed;

}

.select-box, .play-board, .result-box{

position: absolute;

top: 50%;

left: 50%;

transform: translate(-50%, -50%);

transition: all 0.3s ease;

}

.select-box{

background: #fff;

padding: 20px 25px 25px;

border-radius: 5px;

max-width: 400px;

width: 100%;

}

.select-box.hide{

opacity: 0;

pointer-events: none;

}

.select-box header{

font-size: 30px;

font-weight: 600;

padding-bottom: 10px;

border-bottom: 1px solid lightgrey;

}

.select-box .title{

font-size: 22px;

font-weight: 500;

margin: 20px 0;

}

.select-box .options{

display: flex;

width: 100%;

}

.options button{

width: 100%;

font-size: 20px;

font-weight: 500;

padding: 10px 0;

border: none;

background: #56baed;

border-radius: 5px;

color: #fff;

outline: none;

cursor: pointer;

transition: all 0.3s ease;

}

.options button:hover,

.btn button:hover{

transform: scale(0.96);

}

.options button.playerX{

margin-right: 5px;

}

.options button.playerO{

margin-left: 5px;

}

.select-box .credit{

text-align: center;

margin-top: 20px;

font-size: 18px;

font-weight: 500;

}

.select-box .credit a{

color: #56baed;

text-decoration: none;

}

.select-box .credit a:hover{

text-decoration: underline;

}

.play-board{

opacity: 0;

pointer-events: none;

transform: translate(-50%, -50%) scale(0.9);

}

.play-board.show{

opacity: 1;

pointer-events: auto;

transform: translate(-50%, -50%) scale(1);

}

.play-board .details{

padding: 7px;

border-radius: 5px;

background: #fff;

}

.play-board .players{

width: 100%;

display: flex;

position: relative;

justify-content: space-between;

}

.players span{

position: relative;

z-index: 2;

color: #56baed;

font-size: 20px;

font-weight: 500;

padding: 10px 0;

width: 100%;

text-align: center;

cursor: default;

user-select: none;

transition: all 0.3 ease;

}

.players.active span:first-child{

color: #fff;

}

.players.active span:last-child{

color: #56baed;

}

.players span:first-child{

color: #fff;

}

.players .slider{

position: absolute;

top: 0;

left: 0;

width: 50%;

height: 100%;

background: #56baed;

border-radius: 5px;

transition: all 0.3s ease;

}

.players.active .slider{

left: 50%;

}

.players.active span:first-child{

color: #56baed;

}

.players.active span:nth-child(2){

color: #fff;

}

.players.active .slider{

left: 50%;

}

.play-area{

margin-top: 20px;

}

.play-area section{

display: flex;

margin-bottom: 1px;

}

.play-area section span{

display: block;

height: 90px;

width: 90px;

margin: 2px;

color: #56baed;

font-size: 40px;

line-height: 80px;

text-align: center;

border-radius: 5px;

background: #fff;

}

.result-box{

padding: 25px 20px;

border-radius: 5px;

max-width: 400px;

width: 100%;

opacity: 0;

text-align: center;

background: #fff;

pointer-events: none;

transform: translate(-50%, -50%) scale(0.9);

}

.result-box.show{

opacity: 1;

pointer-events: auto;

transform: translate(-50%, -50%) scale(1);

}

.result-box .won-text{

font-size: 30px;

font-weight: 500;

display: flex;

justify-content: center;

}

.result-box .won-text p{

font-weight: 600;

margin: 0 5px;

}

.result-box .btn{

width: 100%;

margin-top: 25px;

display: flex;

justify-content: center;

}

.btn button{

font-size: 18px;

font-weight: 500;

padding: 8px 20px;

border: none;

background: #56baed;

border-radius: 5px;

color: #fff;

outline: none;

cursor: pointer;

transition: all 0.3s ease;

}

Script.js

const selectBox = document.querySelector(".select-box"),

selectBtnX = selectBox.querySelector(".options .playerX"),

selectBtnO = selectBox.querySelector(".options .playerO"),

playBoard = document.querySelector(".play-board"),

players = document.querySelector(".players"),

allBox = document.querySelectorAll("section span"),

resultBox = document.querySelector(".result-box"),

wonText = resultBox.querySelector(".won-text"),

replayBtn = resultBox.querySelector("button");

window.onload = ()=>{

for (let i = 0; i < allBox.length; i++) {

allBox[i].setAttribute("onclick", "clickedBox(this)");

}

}

selectBtnX.onclick = ()=>{

selectBox.classList.add("hide");

playBoard.classList.add("show");

}

selectBtnO.onclick = ()=>{

selectBox.classList.add("hide");

playBoard.classList.add("show");

players.setAttribute("class", "players active player");

}

let playerXIcon = "fas fa-times",

playerOIcon = "far fa-circle",

playerSign = "X",

runBot = true;

function clickedBox(element){

if(players.classList.contains("player")){

playerSign = "O";

element.innerHTML = `<i class="${playerOIcon}"></i>`;

players.classList.remove("active");

element.setAttribute("id", playerSign);

}else{

element.innerHTML = `<i class="${playerXIcon}"></i>`;

element.setAttribute("id", playerSign);

players.classList.add("active");

}

selectWinner();

element.style.pointerEvents = "none";

playBoard.style.pointerEvents = "none";

let randomTimeDelay = ((Math.random() \* 1000) + 200).toFixed();

setTimeout(()=>{

bot(runBot);

}, randomTimeDelay);

}

function bot(){

let array = [];

if(runBot){

playerSign = "O";

for (let i = 0; i < allBox.length; i++) {

if(allBox[i].childElementCount == 0){

array.push(i);

}

}

let randomBox = array[Math.floor(Math.random() \* array.length)];

if(array.length > 0){

if(players.classList.contains("player")){

playerSign = "X";

allBox[randomBox].innerHTML = `<i class="${playerXIcon}"></i>`;

allBox[randomBox].setAttribute("id", playerSign);

players.classList.add("active");

}else{

allBox[randomBox].innerHTML = `<i class="${playerOIcon}"></i>`;

players.classList.remove("active");

allBox[randomBox].setAttribute("id", playerSign);

}

selectWinner();

}

allBox[randomBox].style.pointerEvents = "none";

playBoard.style.pointerEvents = "auto";

playerSign = "X";

}

}

function getIdVal(classname){

return document.querySelector(".box" + classname).id;

}

function checkIdSign(val1, val2, val3, sign){

if(getIdVal(val1) == sign && getIdVal(val2) == sign && getIdVal(val3) == sign){

return true;

}

}

function selectWinner(){

if(checkIdSign(1,2,3,playerSign) || checkIdSign(4,5,6, playerSign) || checkIdSign(7,8,9, playerSign) || checkIdSign(1,4,7, playerSign) || checkIdSign(2,5,8, playerSign) || checkIdSign(3,6,9, playerSign) || checkIdSign(1,5,9, playerSign) || checkIdSign(3,5,7, playerSign)){

runBot = false;

bot(runBot);

setTimeout(()=>{

resultBox.classList.add("show");

playBoard.classList.remove("show");

}, 700);

wonText.innerHTML = `Player <p>${playerSign}</p> won the game!`;

}else{

if(getIdVal(1) != "" && getIdVal(2) != "" && getIdVal(3) != "" && getIdVal(4) != "" && getIdVal(5) != "" && getIdVal(6) != "" && getIdVal(7) != "" && getIdVal(8) != "" && getIdVal(9) != ""){

runBot = false;

bot(runBot);

setTimeout(()=>{

resultBox.classList.add("show");

playBoard.classList.remove("show");

}, 700);

wonText.textContent = "Match has been drawn!";

}

}

}

replayBtn.onclick = ()=>{

window.location.reload();

}