

TIC TAC TOE GAME – SHORT PROJECT REPORT

1. Title

Tic Tac Toe Game using HTML, CSS and JavaScript

2. Aim

The aim of this project is to design and develop a simple Tic Tac Toe game using HTML, CSS, and JavaScript to understand basic concepts of web development and game logic.

3. Objectives

- To create a simple interactive game
 - To understand HTML page structure
 - To apply CSS for styling
 - To implement game logic using JavaScript
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4. Technologies Used

- **HTML** – For creating the game structure
 - **CSS** – For designing the user interface
 - **JavaScript** – For game logic and interactivity
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5. Project Description

Tic Tac Toe is a two-player game played on a 3x3 grid. One player uses 'X' and the other uses 'O'. Players take turns marking empty cells. The player who places three of their marks in a row, column, or diagonal wins the game. If all cells are filled and no player wins, the game ends in a draw. The game also includes a restart option.

6. Algorithm

1. Initialize an empty game board
 2. Set current player as X
 3. On cell click, place player symbol
 4. Check for winning condition
 5. Display win or draw result
 6. Switch player turn
 7. Restart the game when required
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7. Advantages

- Easy to understand and play
 - Improves logical thinking
 - Helps beginners learn JavaScript
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8. Applications

- Educational purpose
 - Learning basic web development
 - Academic mini project
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9. Conclusion

This project demonstrates how HTML, CSS, and JavaScript can be combined to create an interactive web-based game. It is a beginner-friendly project suitable for academic assignments.

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