JavaScript logic for Tic-Tac-Toe

Variables that need to be used:

Player 1 object

Player 2 object

Board – access the squares where player 1 & 2 can place their objects

Turn – after player 1 places their object they need to be toggled off so player 2 can place theirs

Result – checking if either player has won the game

Start by defining what player 1 and 2 will use on the board as their markers. Simple output would be:

const playerOne = ‘X’

const playerTwo = ‘O’

investigate how to use images/gifs/etc in place of these basic markers (bonus points – focus on getting the game working first).

Next use JS to access the DOM for the relevant sections:

Const boardSquares/Rows = document.querySelectorAll(‘.board-square’) – The more I think about it this will need to be accessing the square elements not the row as player marks will need to be placed on the squares. If I did this as a row this might cause me issues. Ask Dido & CJ.

Const playerTurn = document.querySelector(‘.turn) – this will access my turn div.class in the html and show on the page who’s turn it is

Const result = document.querySelector(‘.result’) – this will access the result div.class in DOM and will allow me to show who won the game

I also require a button to reset the game. Check with Dido & CJ if I need to write a query selector for this or is there another way to access this. Haven’t done this before so not really sure.

Steps required:

1. Create player variables
2. Write query selectors to access the DOM for the board, turn and result
3. Create an array for the board squares. If I can assign if square to each part of the array I should be able to loop through the array to see when something has been added into a square