SRT621 – Winter 2022

Assignment #1

Worth: 20% of final grade [20 marks]

Assignment Due: Refer to the deadline on learn.Senecacollege.ca

(3 weeks)

Submission Instructions:

1) You are supposed to create and submit
   - 1 html file
   - 1 js file
   - 1 css file (if required)

   Please zip all of the files and upload onto BB.

2) You are provided with
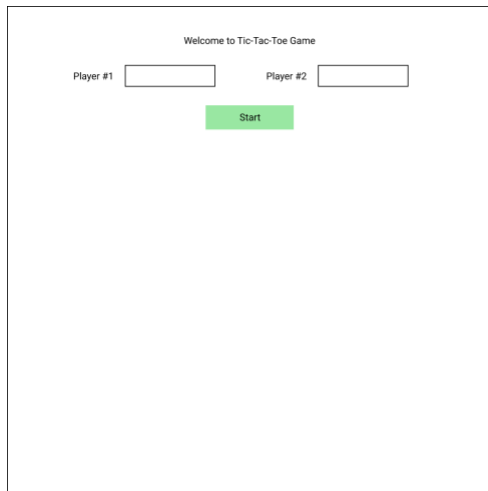   - A video explaining the assignment requirements.

3) Submitting any extra files may cause **losing marks**!

In this assignment you are going to use everything you have learned in the course so far to create a [tic-tac-toe game](#).

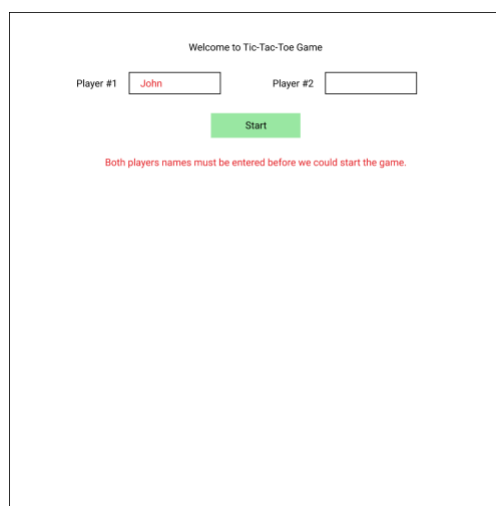You can refer to the video to understand how the game works.

Here is a brief explanation:

1. When the user opens the html file, they are provided with two textboxes.

2. The users must enter their names.
3. After entering their names, they can click on the start button.
4. If any of the users has not entered their names, the app will give them an error.

5. After the users have entered their names, the tic-tac-toe board becomes visible to the users.
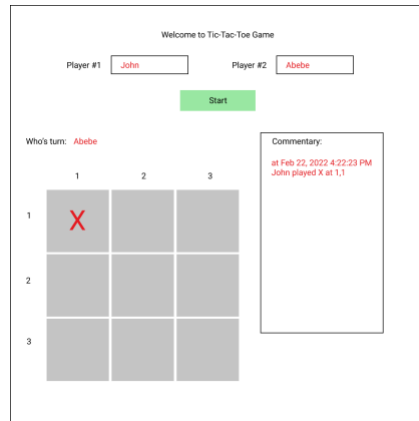
Welcome to Tic-Tac-Toe Game

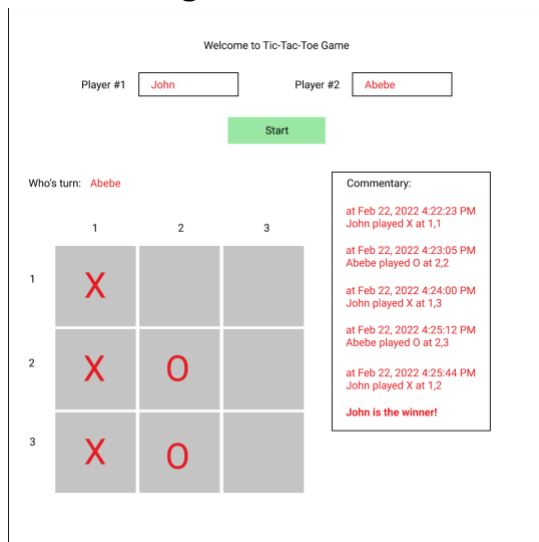Player #1 John   Player #2 Abebe

Start

Who's turn: John

Commentary:

6. As you can see in the above picture, there are a few different elements as it follows:
   a. a turn text which announces who's turn it is.
   b. A grid with respective box numbers
   c. A commentary box.
7. As soon as the start button is clicked and the game starts, the turn text shows the first player's name.
8. Now the player can click on any of the 9 boxes.
9. As soon as the player clicks on a box that has not been clicked before the box will show (X or O) based on the player's turn. If it is the first player it will be X and otherwise O.
10.   If the user clicks on a box that has been clicked before, there is no need to show an error message. Just nothing will happen.
11. Also the commentary box content is updated after each player plays their turns. A text is appended to the current text as it follows
   a. the time and date at which the player played
   b. the box number (e.g. 1,2) the player clicked on
   c. and the letter (X, O)

12. The turn announce text is also respectively updated every time a player plays.

13. As soon as a player has won, a new message is shown to the users announcing the winner.

- For doing this assignment, you cannot use any inline CSS code. You can only use external CSS files.
- For doing this assignment, you cannot use any internal JS code. You can only use external JS files.
- The game must look like the above pictures but you can use any fonts, colors, and messages you would like
- You can use any html tag for creating the grid (input, div, span etc.)
- In your JS code, you must use

- o at least one object constructor function
- o at least two objects, one for each player
- You cannot use any third party JS library except jQuery.

Correction and marks

Template is the same	4
Error message for first name box	2
Error message for second name box	2
Showing the gird, turn text and commentary box upon clicking start	2
Updating turn text correctly	2
Updating commentary box correctly Date & time	1
Updating commentary box correctly Player name	1
Updating commentary box correctly grid boxes numbers	1
Showing the winner correctly	1
Using 1 object constructors	2
Using 2 objects, one for each player	2
TOTAL	20
Using inline CSS code	-2
Using internal JS code	-5
Using any third-party JS library except jQuery	-10