

Project #1:

Tic-Tac-Toe Game

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Introduction

Here is an online version of the famous game (Tick-tac-toe) Creating my first.

The game allows two players

It is about creating Tic Tac Toe and deploy it so players can get access to it online.

In this project I applied the

Requirements

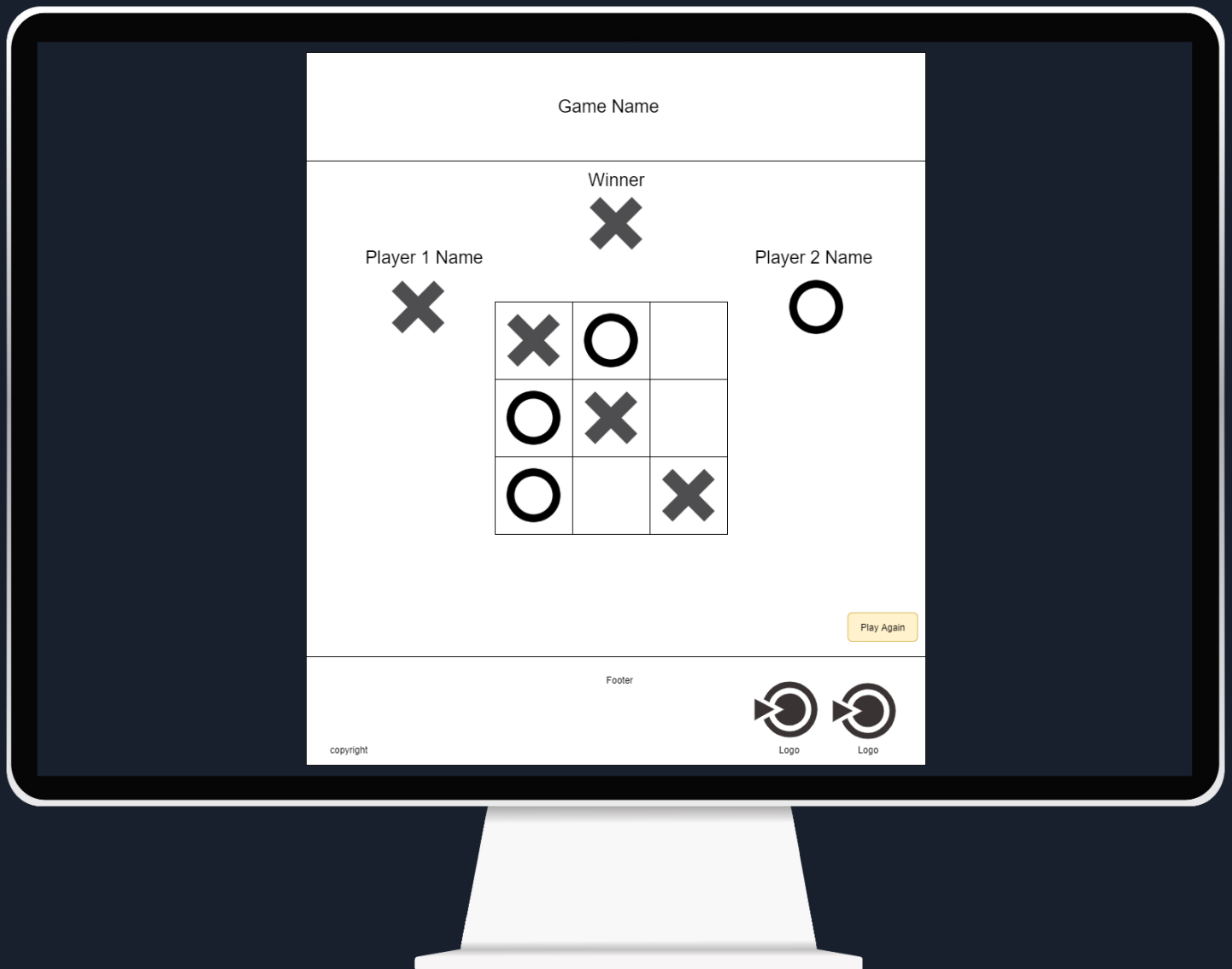
- Render a game board in the browser
 - Switch turns between X and O (or whichever markers you select)
 - Visually display which side won if a player gets three in a row, or show a draw if neither player wins
 - Include separate HTML / CSS / JavaScript files
 - Stick with KISS (Keep It Simple Stupid) and DRY (Don't Repeat Yourself) principles
 - Use JavaScript and/or jQuery for DOM manipulation
 - Deploy your game online, where the rest of the world can access it
 - We will be walking you through this process!
 - Use semantic markup for HTML and CSS (adhere to best practices)
 - Have well-formatted, and well-commented code
-

User Stories

- As a user, I should be able to start a new tic tac toe game
 - As a user, I should be able to click on a square to add X first and then O, and so on
 - As a user, I should be shown a message after each turn for if I win, lose, tie or who's turn it is next
 - As a user, I should not be able to click the same square twice
 - As a user, I should be shown a message when I win, lose or tie
 - As a user, I should be able to play the game again without refreshing the page
 - As a user, I would like to see the score of the previous games
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Wireframing

a) Desktop View



Mockup

b) Mobile View

Game Name

Winner



X	O	
O	X	
O		X

Play Again

copyright

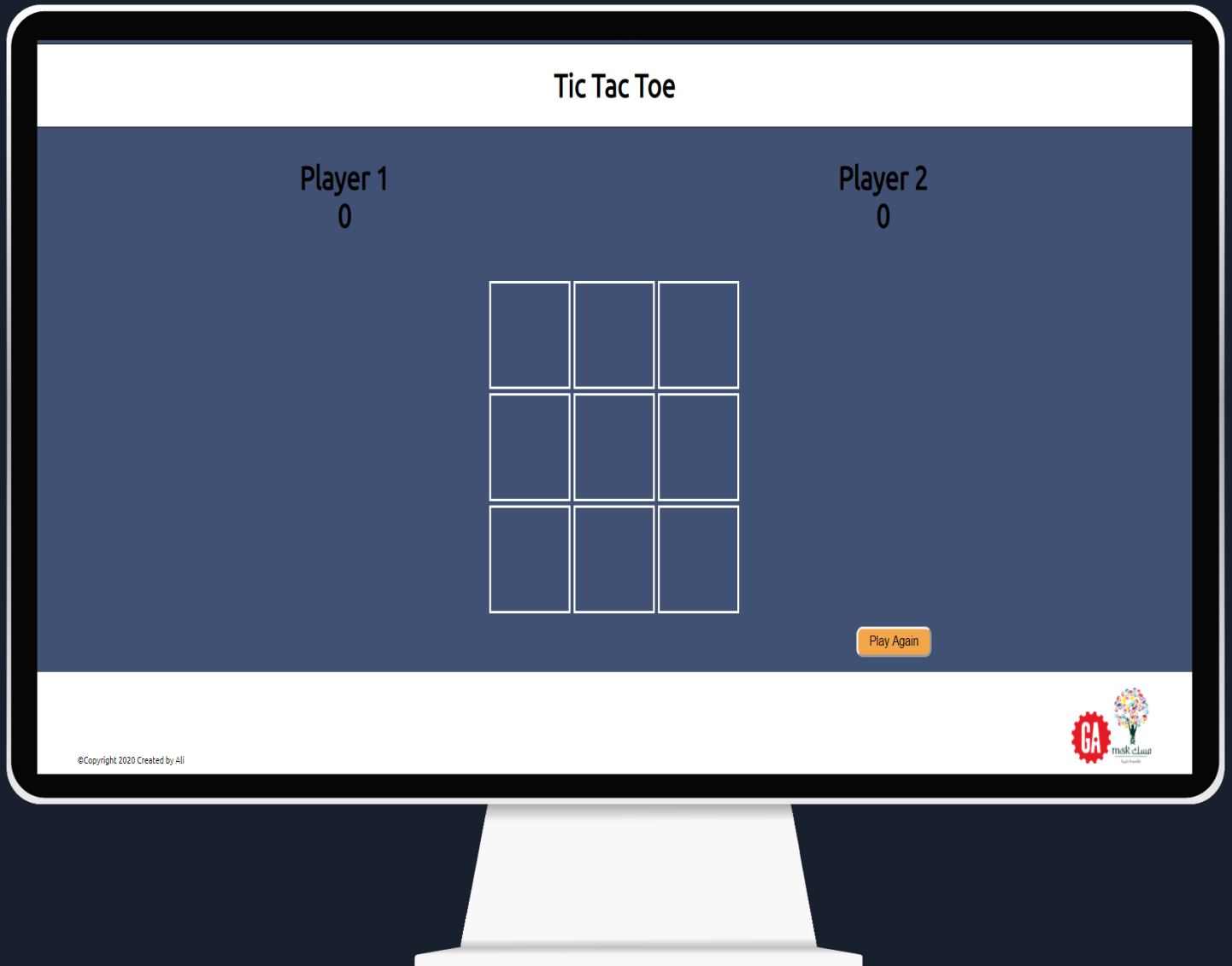


Logo

Logo

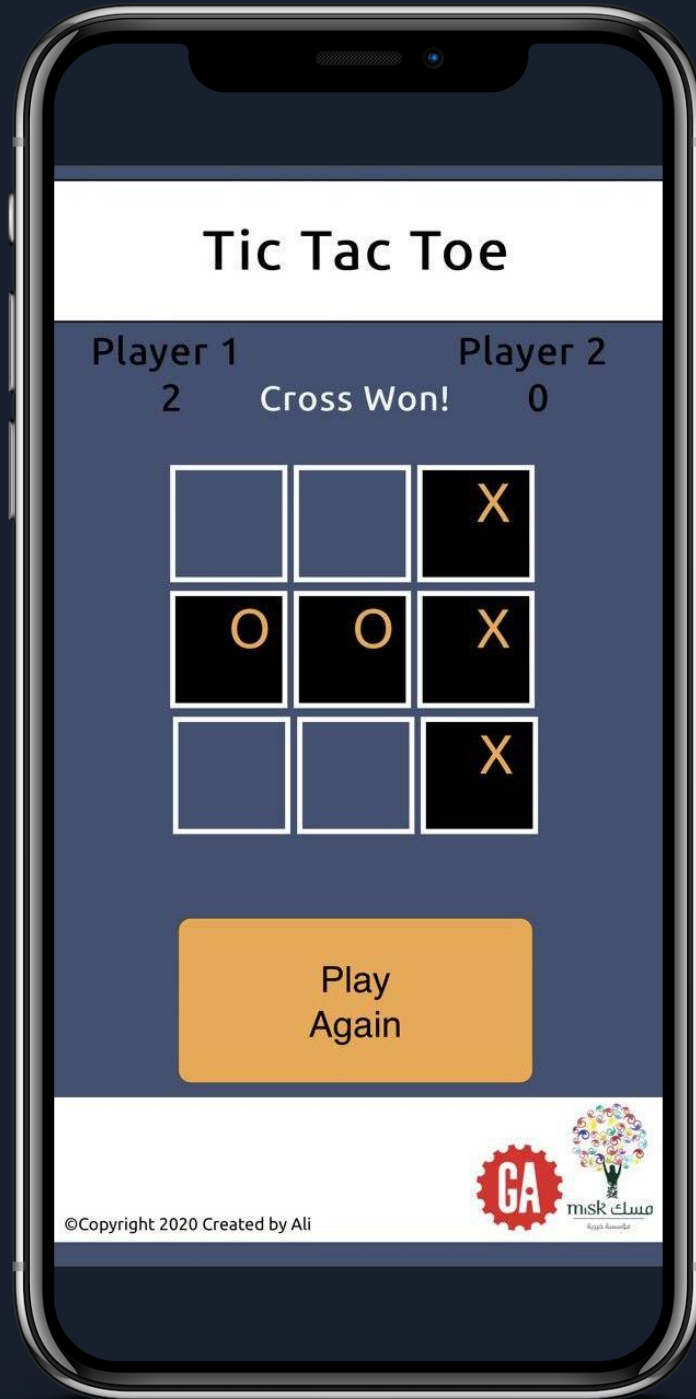
Mockup

c) Desktop View



Mockup

- Mobile View



Tools and frameworks used

- **HTML**

- To build the Skelton of the game

- **CSS**

- To add a style, color, and make it responsive and user friendly
for mobile users

- **JavaScript**

- Add the functionality to the game

- **jQuery**

- Leveraging jQuery library to take advantage

