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**

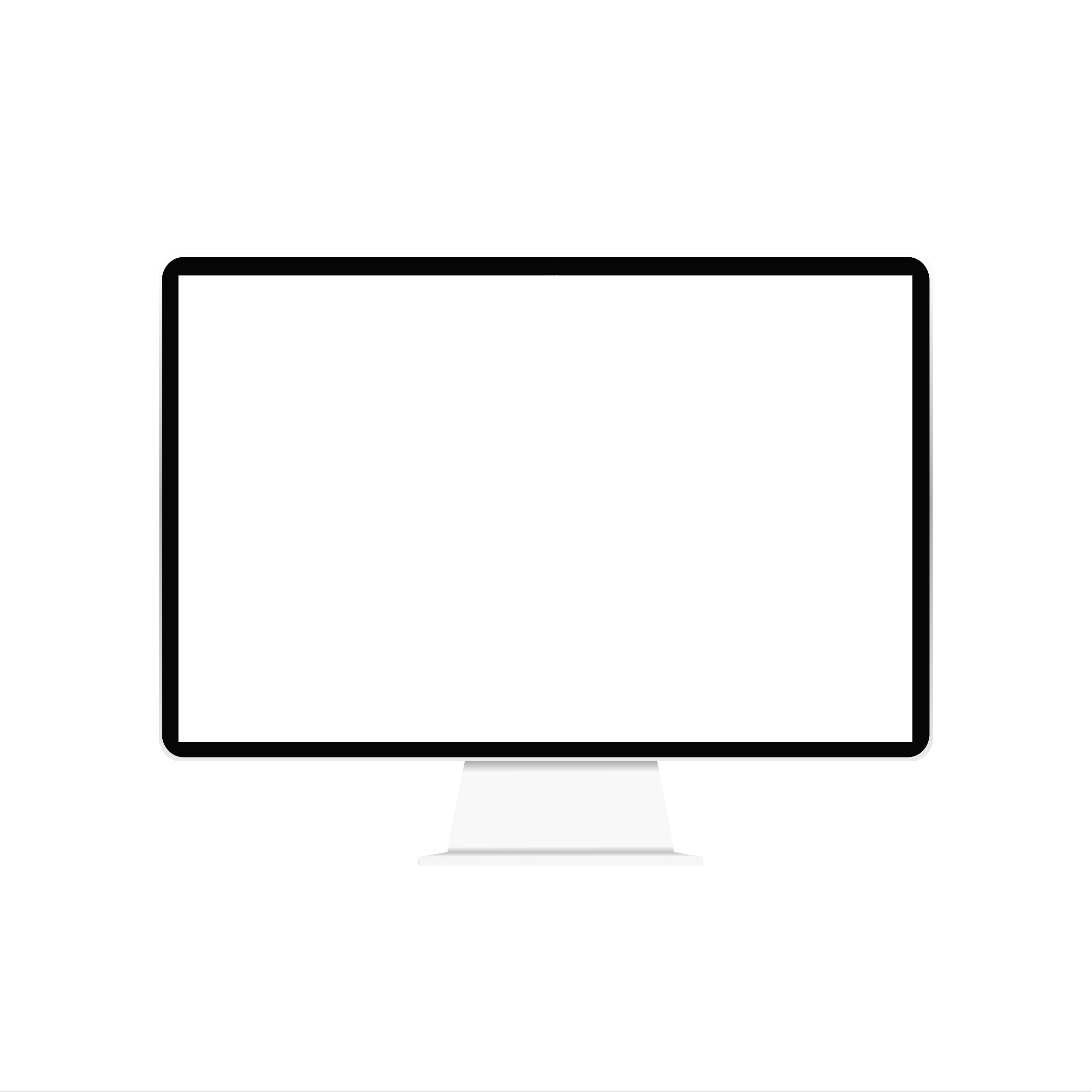
* Render a game board in the browser
* Switch turns between X and O (or whichever markers you select)
* Visually display which side won if a player gets three in a row, or show a draw if neither player wins
* Include separate HTML / CSS / JavaScript files
* Stick with KISS (Keep It Simple Stupid) and 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

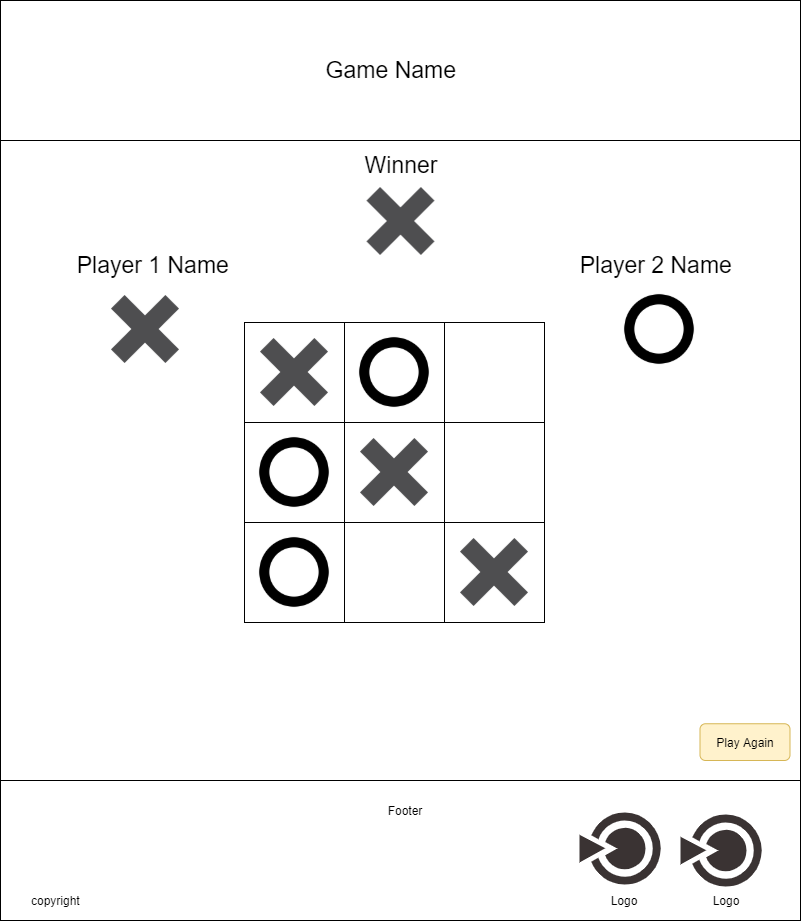
**User Stories**

* 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

**Wireframing**

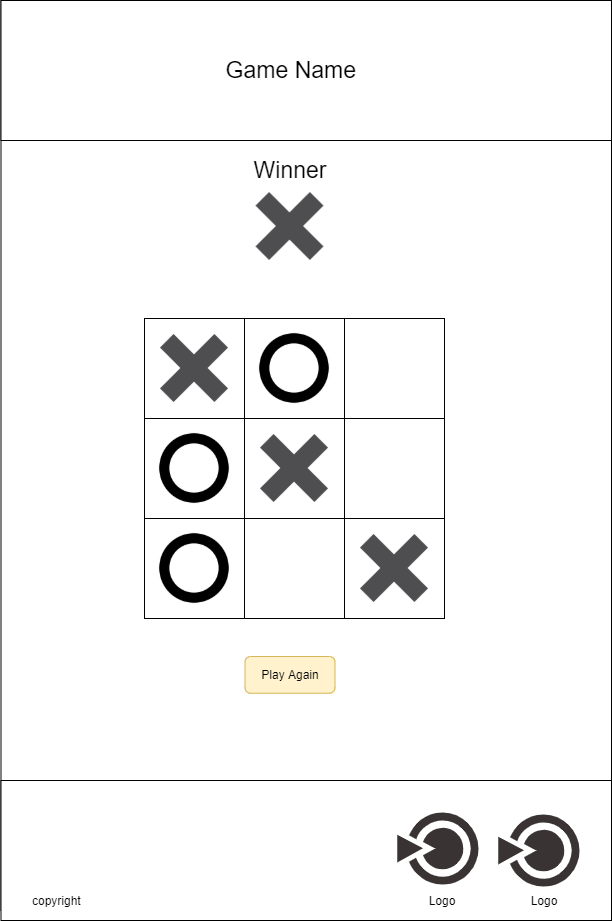
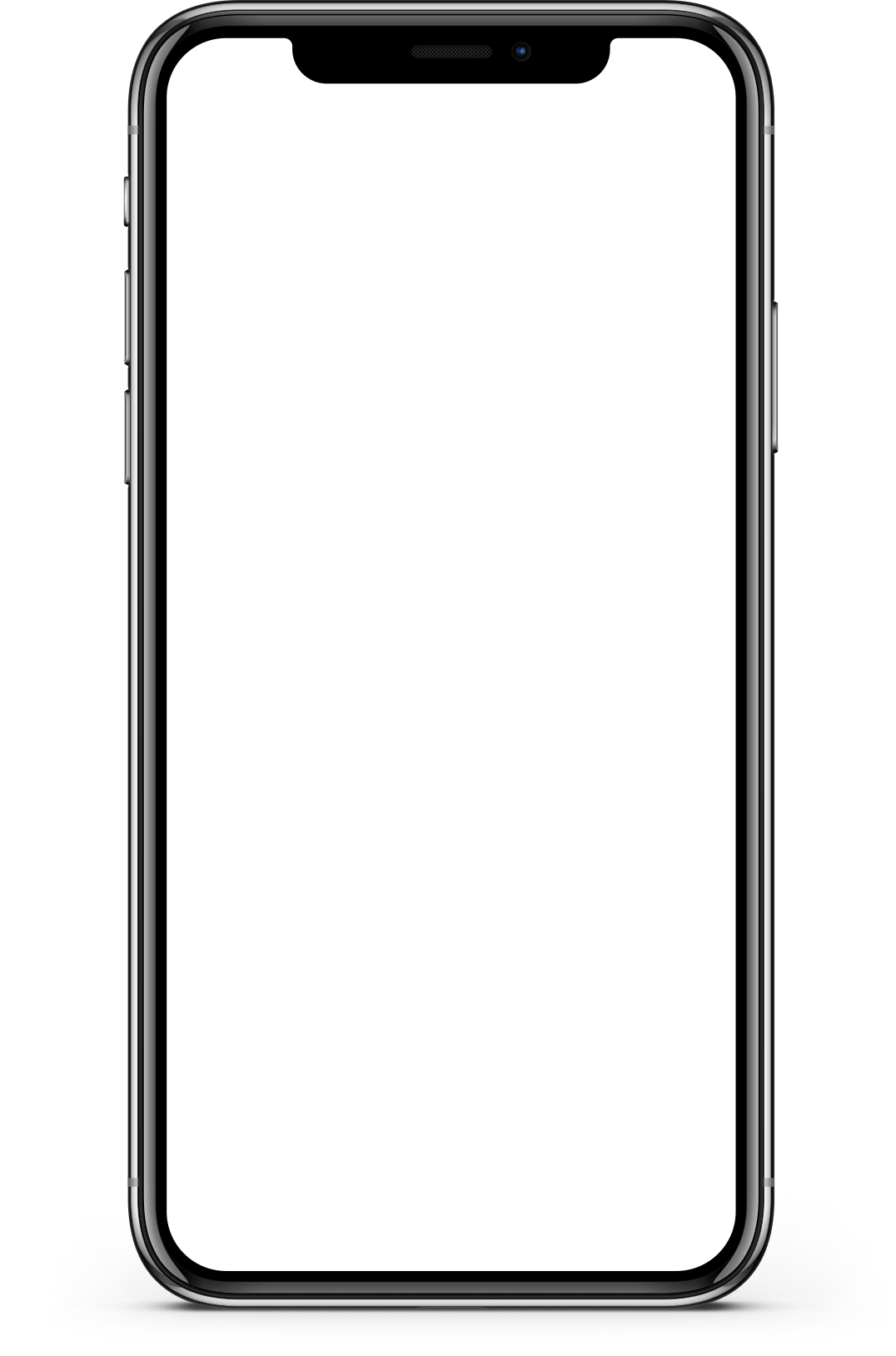
1. **Desktop View**





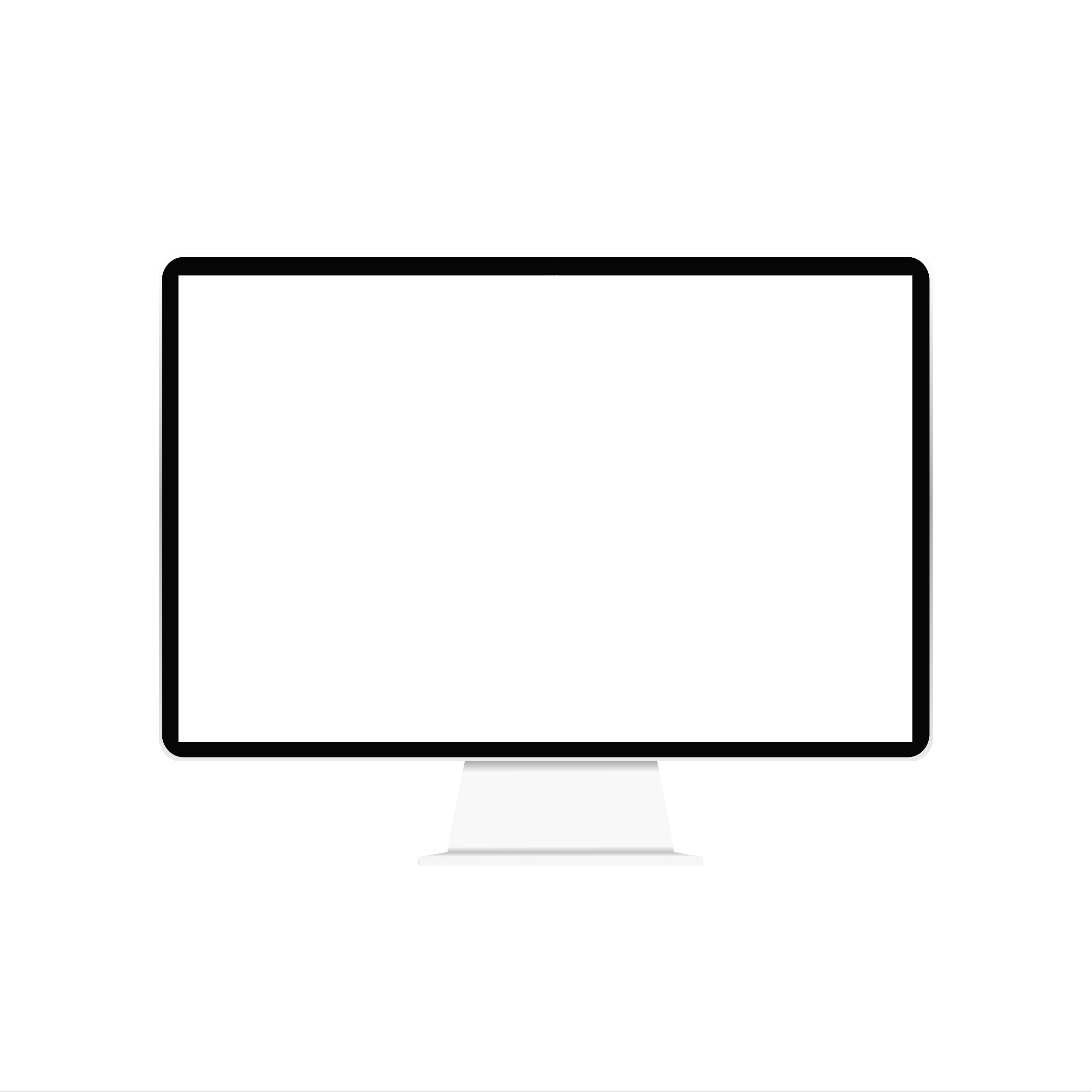
**Mockup**

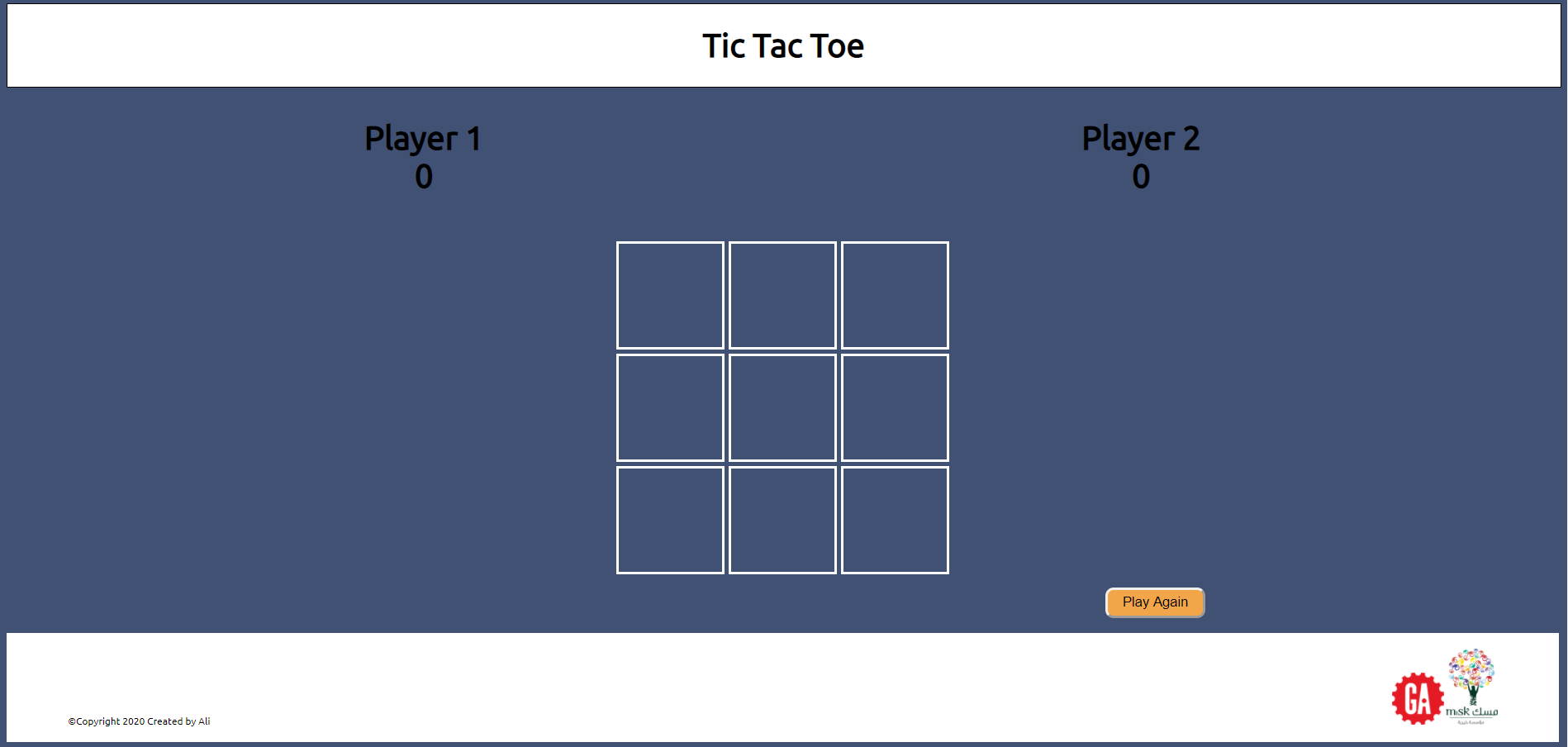
1. **Mobile View**



**Mockup ­**

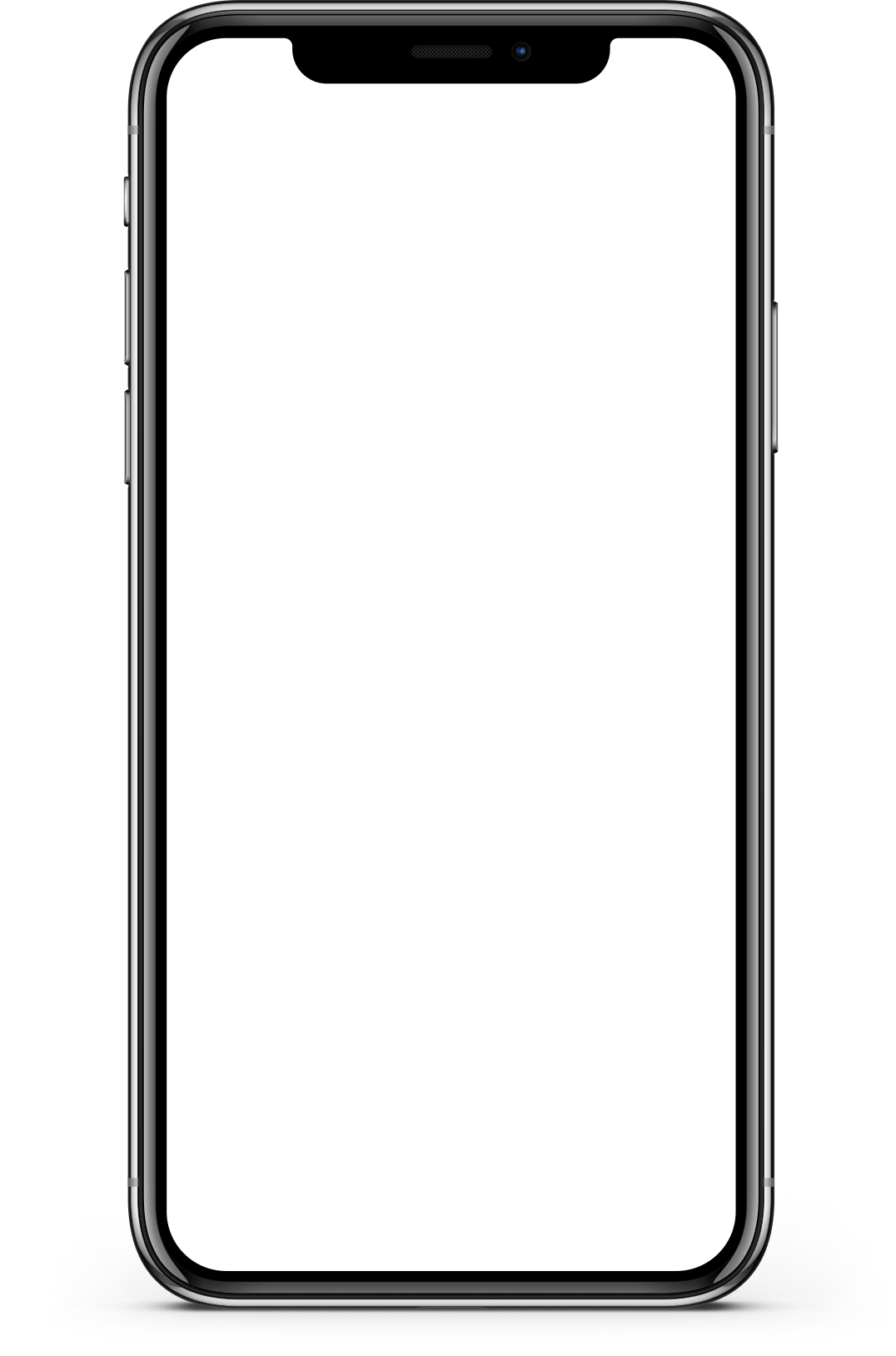
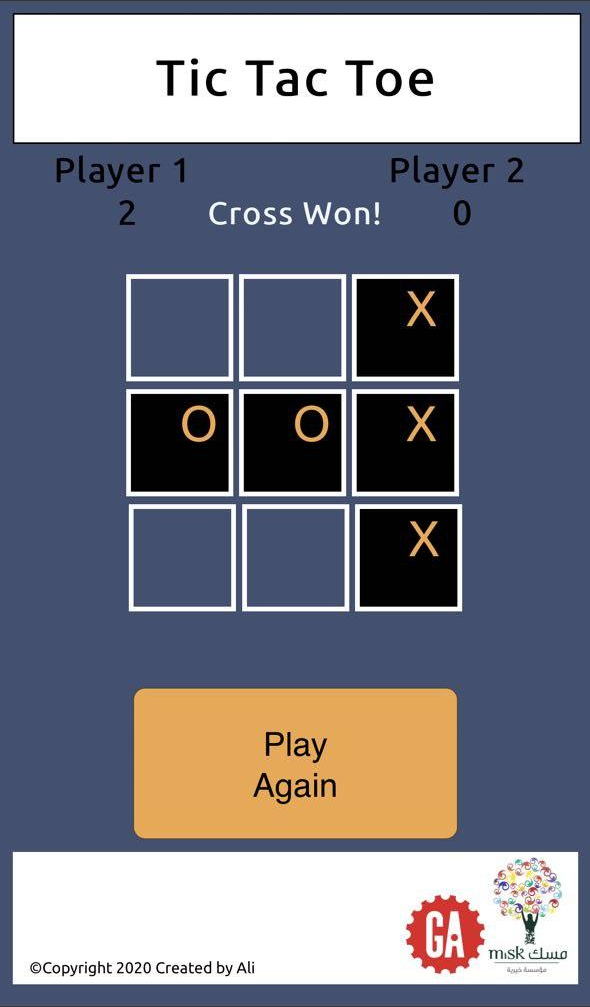
1. Desktop View





**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

