

# Development Challenge Tic-Tac-Toe

## **Problem**

Write a simple tic-tac-toe application using HTML5, CSS and JavaScript that runs in the browser on mobile devices (e.g. smartphones and iPads). The UI for the board should be a grid of 3 rows and 3 columns. Each space on the board is either blank, "X" or "O" . The application should allow the user to tap a square to enter their move. "X" should start the game and then "O" after which "X" and "O" alternate. After all spaces on the board are filled, the application should indicate "Game Over" and offer the user the chance to play again. The game should also have a button to clear the board and restart the game before the game ends.

The application should focus on presentation and UI and does not need to include any logic for determining if there is a winner, ties, etc - the user would do this. The application should not require any backend and run completely in JavaScript.

## **Requirements**

- Code should run without error.
- Code should be complete - implement all of the functionality above.
- Game should run on smartphones, iPhones and tablets.
- Support landscape and portrait screen orientations.
- Use a responsive implementation to allow game to run on different size screens
- Make the code and assets small - a smaller implementation will download quickly and run faster.

## **Extra credits**

- Detect if a user is trying to fill a square that is already been filled.
- Support gestures to restart the game.
- Create cool and creative interactions during game play, game start or finish.
- Make the game run offline.