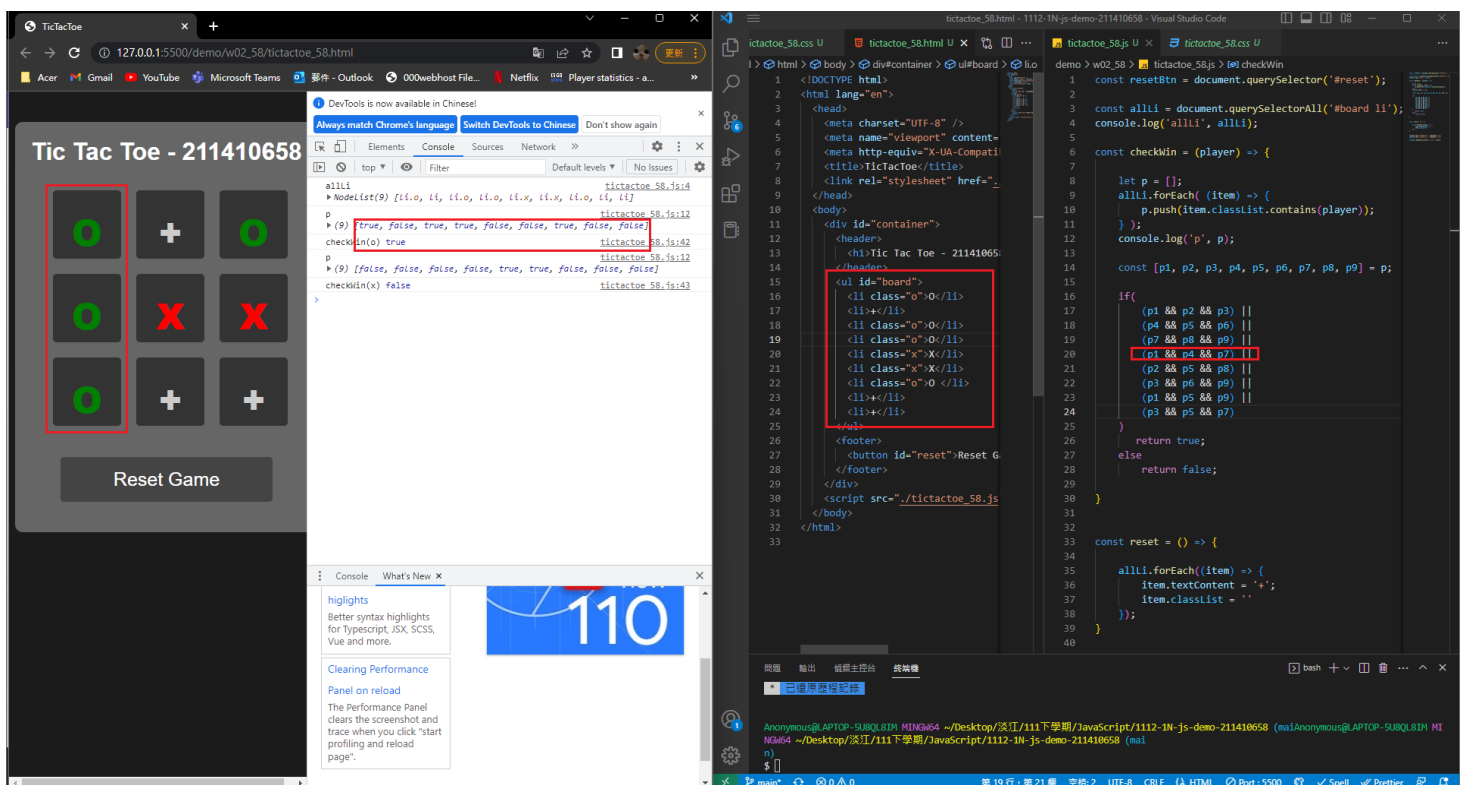
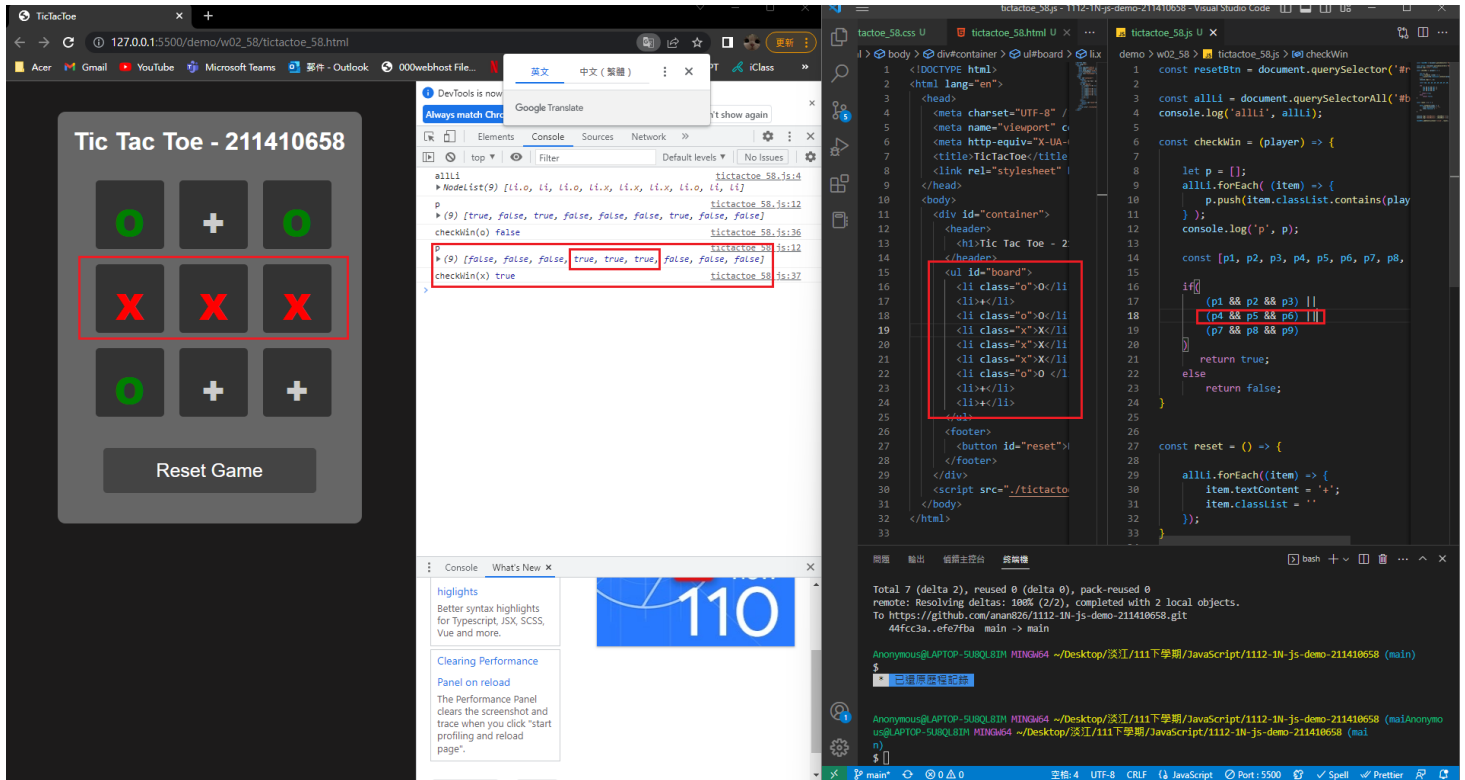
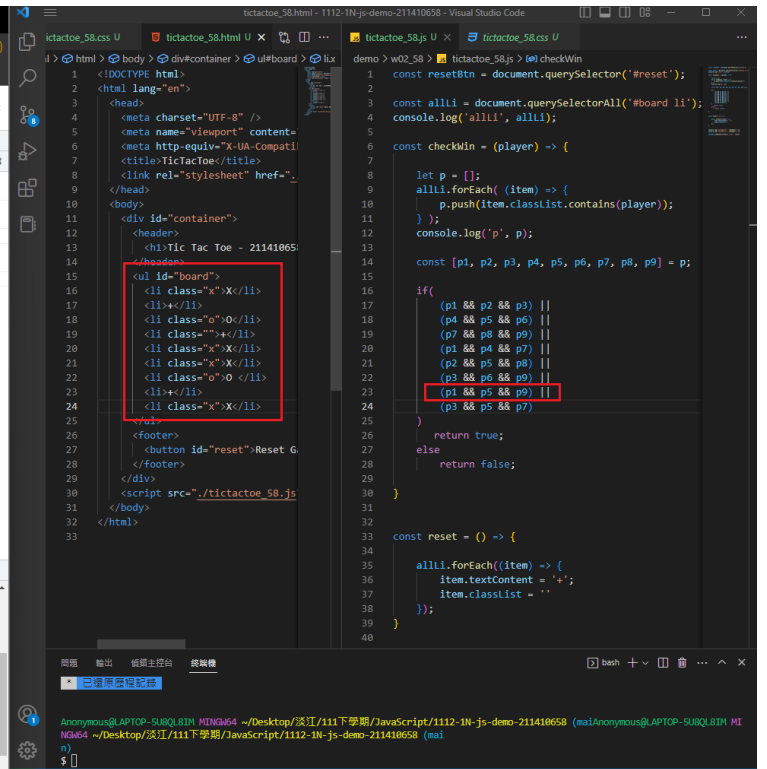
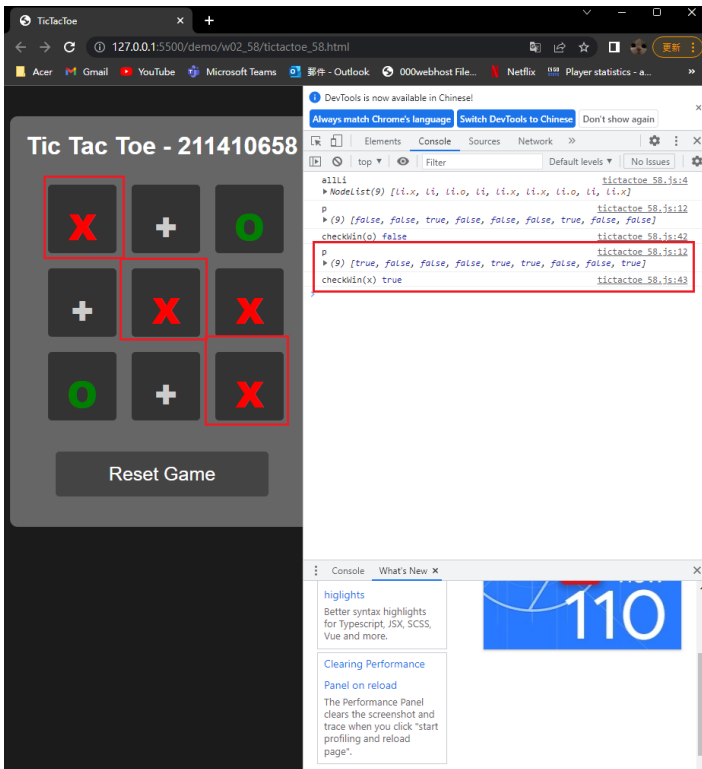
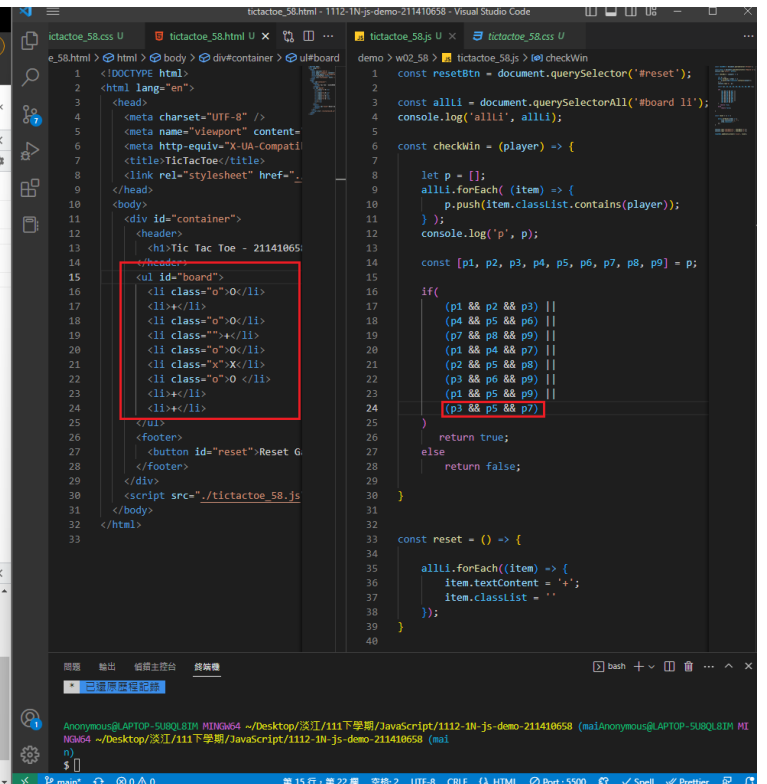
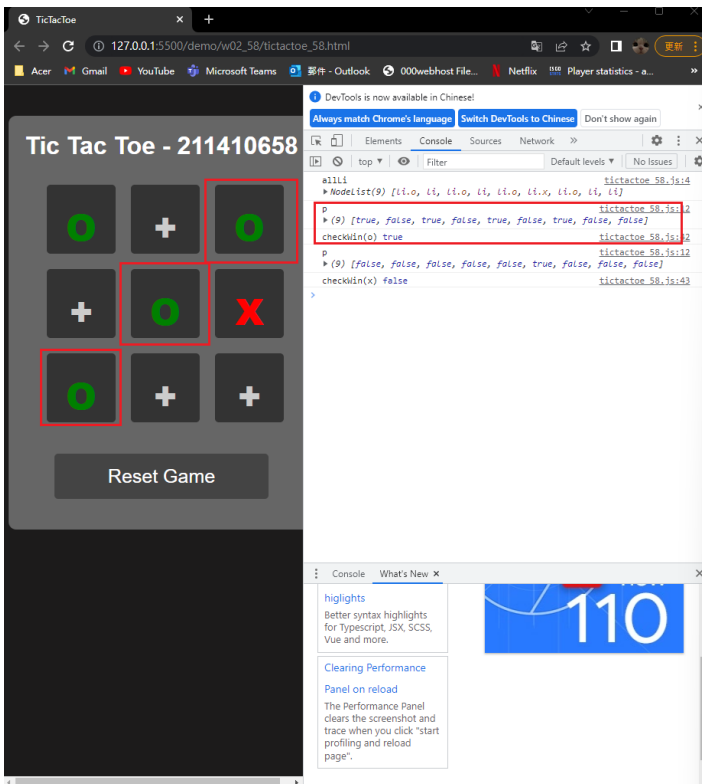


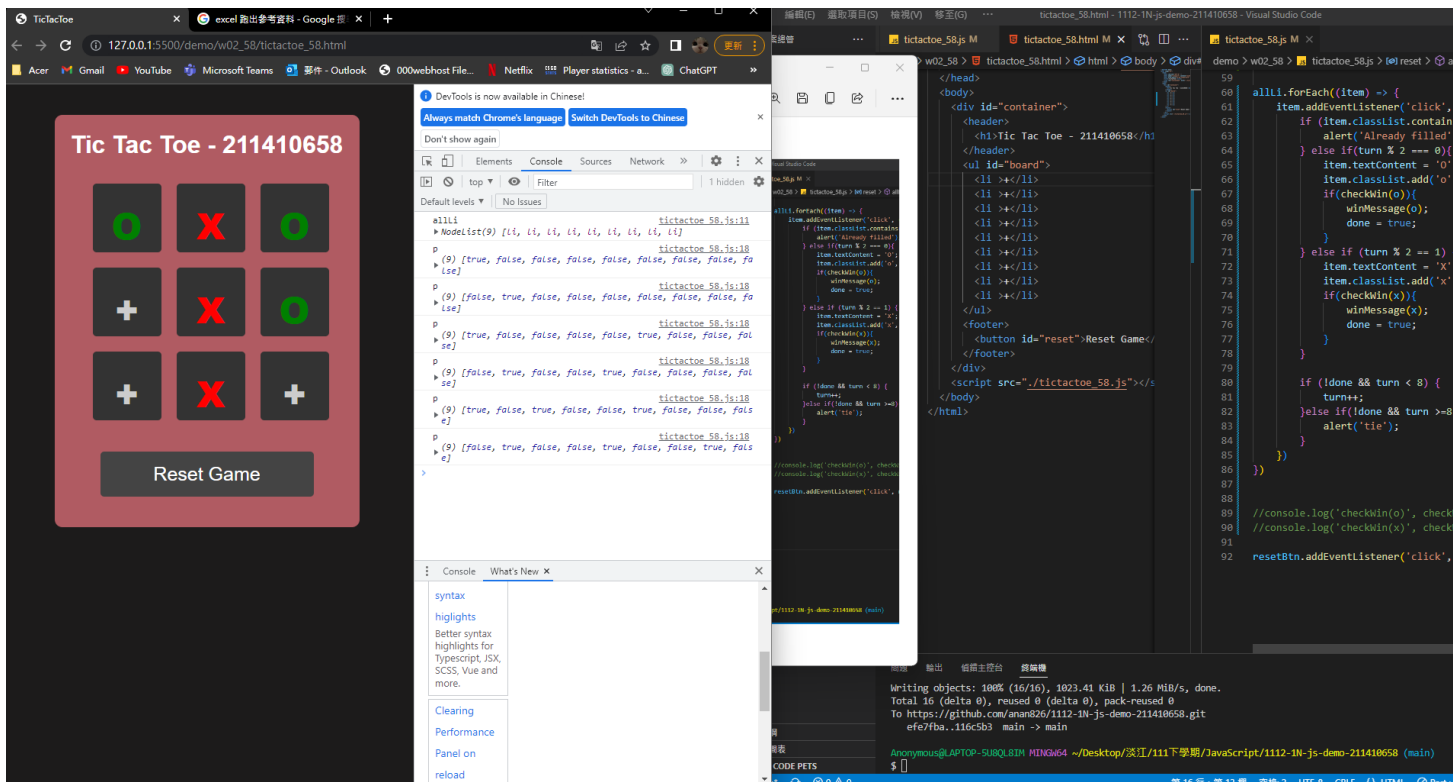
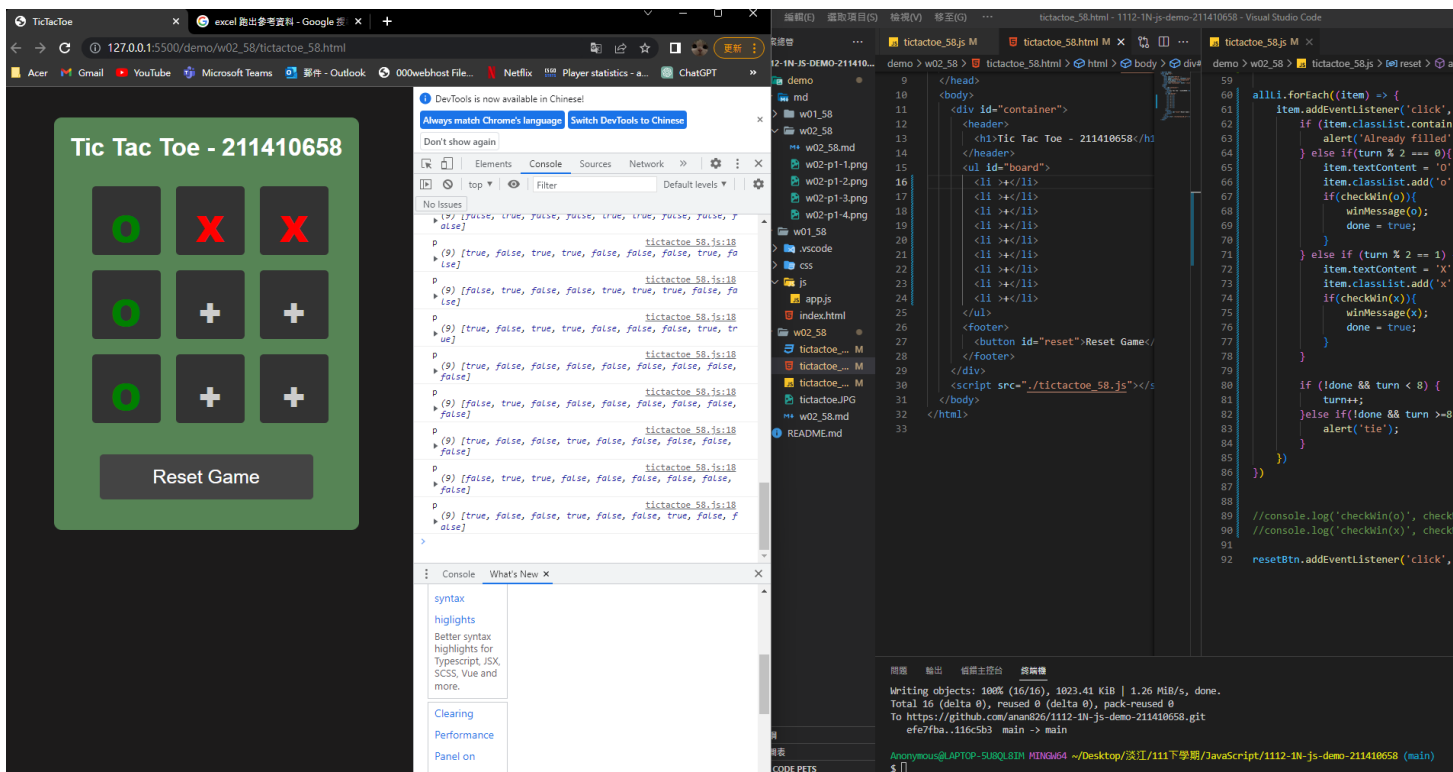
Github URL

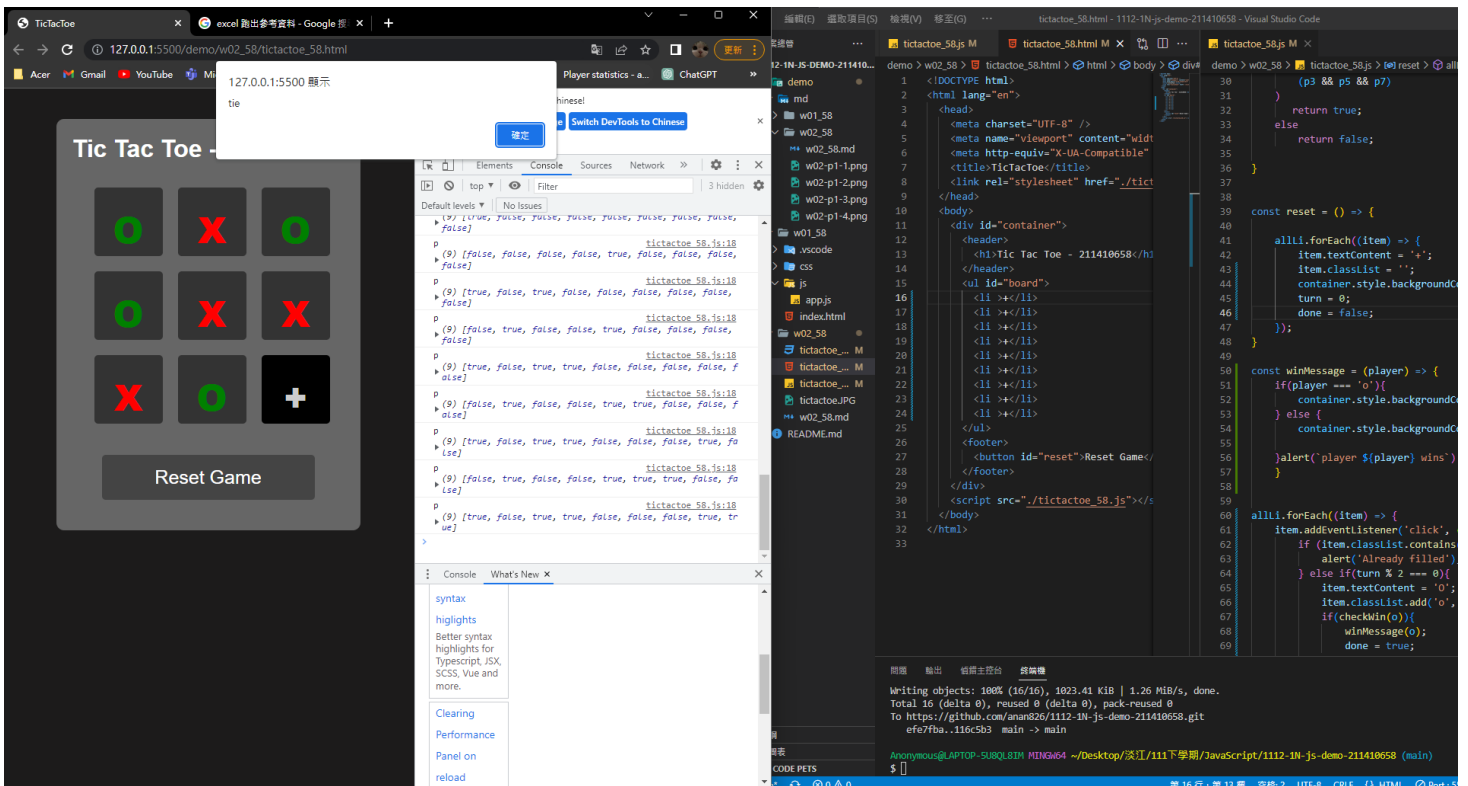
W02-P1: checkWin to determine who wins, you need to create four images as said in class





W02-P2: O win (9 times), X wins (8 times), tie (9 times)



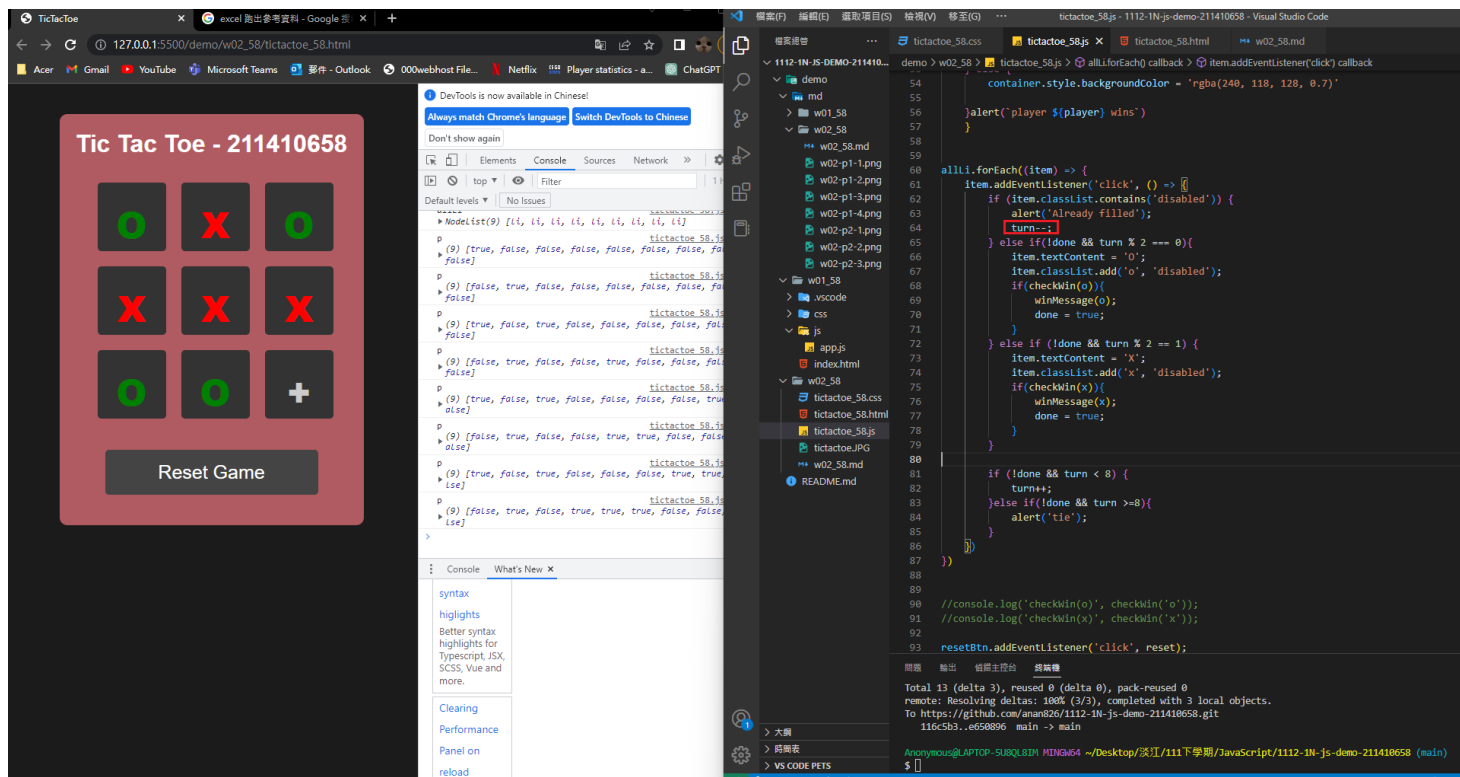


W02-P3: debug -- 已經走過的，不能走，但是 turn 加 1，下一步還是同一個 player

透過在 `if (item.classList.contains('disabled'))` 下增加

```
turn --;
```

即下一次的選項就不會重複

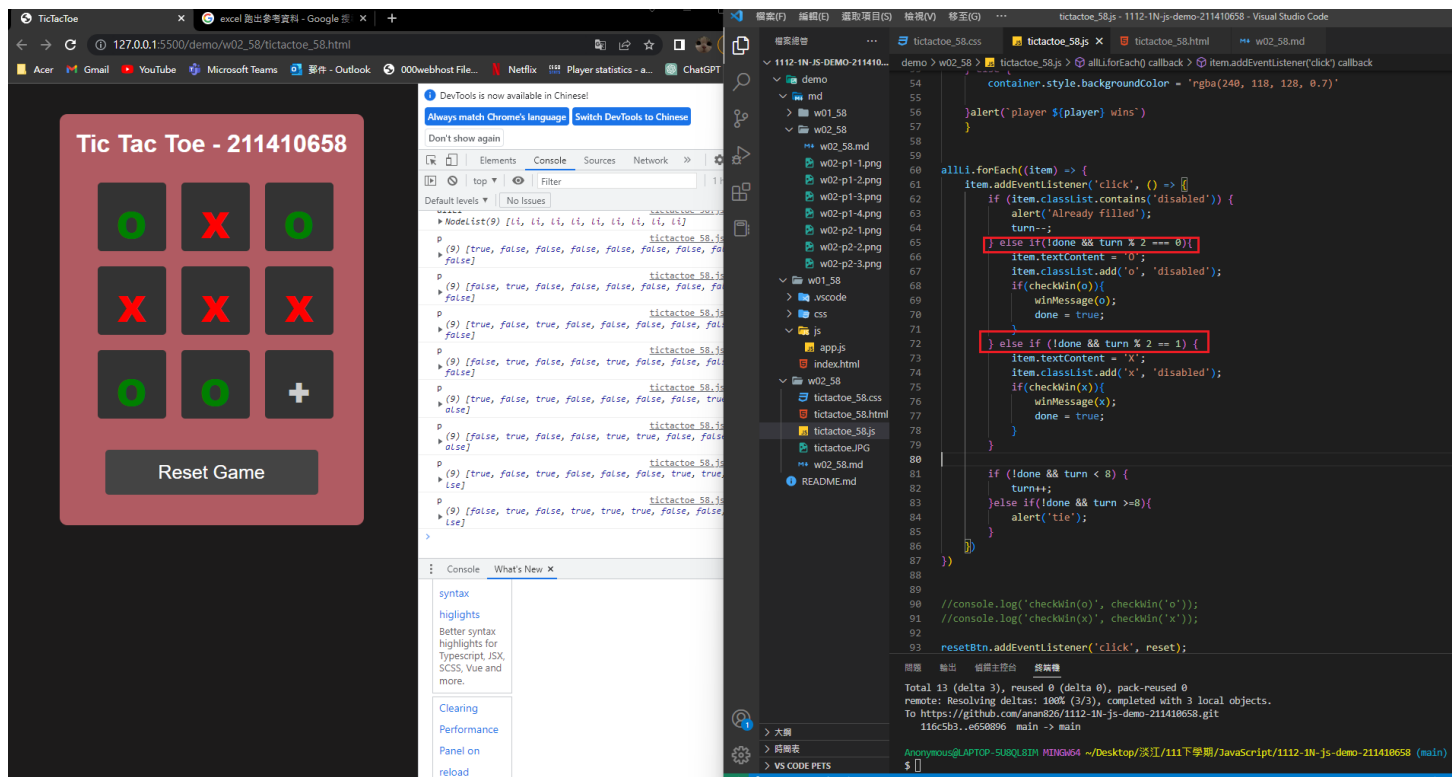


W02-P4: debug -- 已經贏了，還可以繼續往下玩

在 `allLi.forEach(item)` 裡的條件判斷中新增

`!done`

在 `&& turn %2 === 0` 以及 `&& turn %2 === 1` 的前方使條件不成立意即無法進行下一步動作



W02-P5: 邀請老師跟助教

