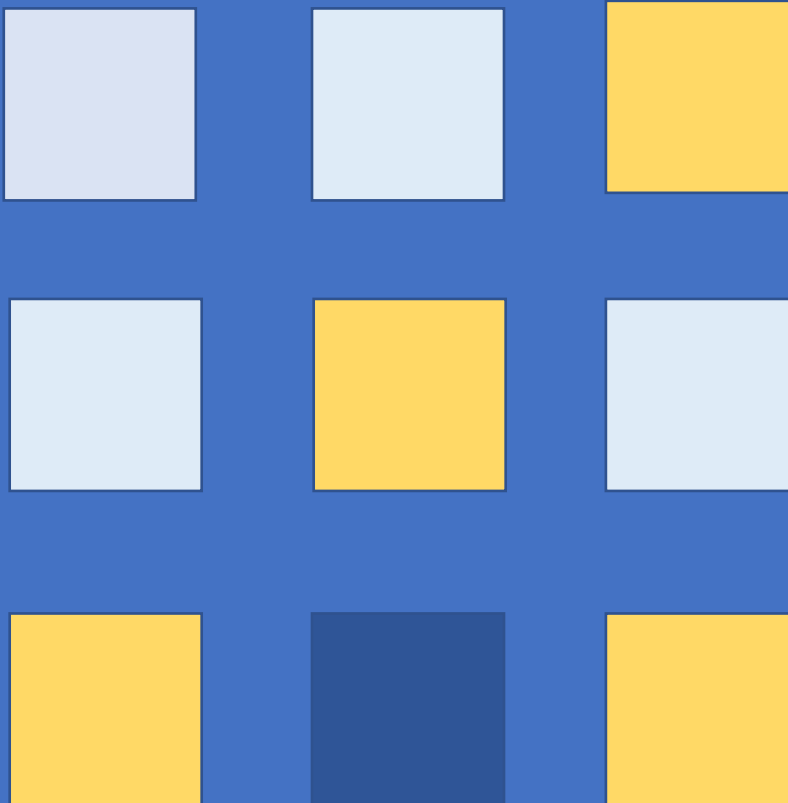


Round: 1

Winner is Player 1



Reset

● Player 1 Score: 1

● Player 2 Score: 0

Potential ways to win:

Ideas to handle choices:

- Give every option a corresponding value
- Make every possible win a array of values
- Log each players choices to separate arrays
- Check if each players array contains the values of one of the winning combinations

1	2	3
4	5	6
7	8	9

X	X	X

Values: 1, 2, 3

X	X	X

Values: 4, 5, 6

X	X	X

Values: 7, 8, 9

X		
X		
X		

Values: 1, 4, 7

	X	
	X	
	X	

Values: 2, 5, 8

		X
		X
		X

Values: 3, 6, 9

		X
	X	
X		

Values: 3, 5, 7

X		
	X	
		X

Values: 1, 5, 9

JavaScript

Ideas to handle choices:

- Give every option a corresponding value
- Make every possible win a array of values
- Log each players choices to separate arrays (player1, player2)
- Every second choice will belong to one player (first click – player1 , second click – player 2, third click – player 3 etc.)
- Each time a player makes a choice, check if each players array contains the values of one of the winning combinations.
- If one player has the values of a win, that players score gets updated with one.
- When player clicks a window it changes to that players colored light(if clicked, add class with styling).
- When game resets all lights back to neutral.

1	2	3
4	5	6
7	8	9

Html and CSS

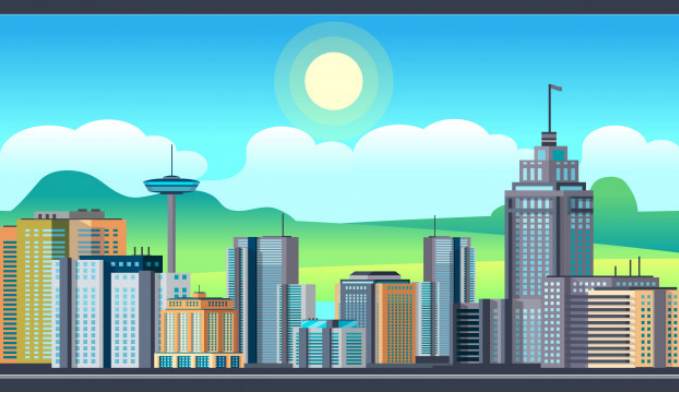
- Build house, windows, doors and signs of div's.
- The cursor should be a pointer to communicate that windows and reset door/button is clickable.
- The window div's should have data attributes(data-value="num") storing its corresponding value.
- Try using grid to place windows.
- Make classes to be added to clicked window with CSS changing into the right colour.

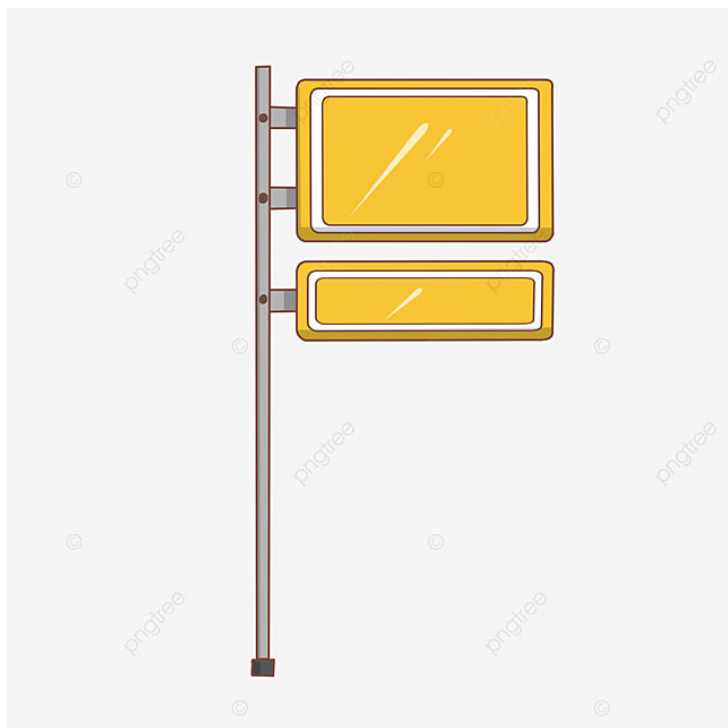
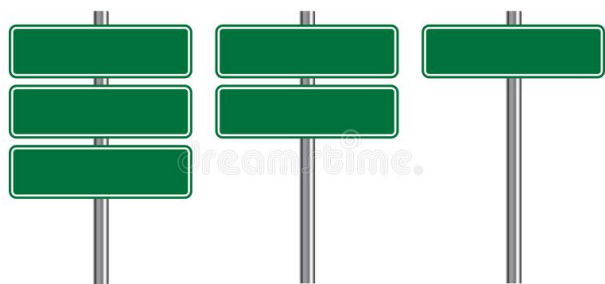
To figure out:

- Good way to display who won/draw
- Decide if to keep track of draws and/or rounds
- Color scheme
- Name the game
- Light house, keep windows but add big beam/window on the top and when someone wins it changes to that color.

If time permits consider adding these features:

- Have a avatar popping up in the window instead of just the color/light change
- Let player choose avatar and/or light colour
- Display who's turn it is
- Make it responsive
- Night/Day mode
- Player can put in their own playername, add name and/or avatar then go to start







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