Planning Steps, Development Process, & Problem-Solving Strategy

Prepare for Stand Ups:

1. What have you done?
created a new repo in git hub
forked and cloned code from new repo in git hub to Projects Directory
created new files index.html, styles.css, script.js, and README.md inside of Projects Directory
review my past notes and documentation from lessons
create wireframe
create user stories
write some pseudocode
in HTML, create 9 divs
reviewed digital games (player 1 player 2)
review lessons of code to determine which are applicable
completed logic for playing the game

MVP Requirements:

render a game board in the browser
switch turns between X and O
include separate HTML / CSS / Javascript files
stick with KISS (Keep it Simple Stupid) and DRY (Don't Repeat Yourself)
use JavaScript for DOM manipulation
deploy your game online
use semantic markup for HTML and CSS
have well-format and well-commented code

2. What will you do today?

in JS,
1) work on logic for game tie using counter; and
2) edit code to include "alert" to display Player One Wins, Player Two Wins, or Game is a Tie

Link Tic-Tac-Toe documents:

add some styling and link styles.css to index.html
add some JS and link script.js to index.html

3. What barriers might you encounter today?

using the right code and syntax

if stuck: 1) google; 2) post ? on slack or ask another student; 3) create an issue and ask instructor

4. How close to MVP (Minimum Viable Product)?

   95% complete

5. Unsolved Problems which would be fixed in future iterations:

event.target.innerText===''//playerOneTurn may only click on squares that are empty. — relocate within the if statement

Create a reset button and add css to center it

update READMD.md with markdown language syntax