Object Tic Tac Toe

Attr

currentPlayer1 = new Player( “X”)

currentPlayer2 = new Player( “O”)

gameQueueOfPlayers

Bhvr

//assignPlayerSymbol

askPlayersName

startGame

manageGameQueue

Object Board

Attr:

squares

Bhvr:

isSquareOccupied

displayBoard

checkForWinner

displaySymbol

Object Player(symbol)

Attr:

name

symbol

score

Bhvr:

clickOnSquare

updateScore

enterName

Object Timer

Attr:

time

Bhvr:

startTimer

endTimer

displayElapsedTime

(function init(){

})();